DECEMBER, 1981
Game Nos. 968, 513, 515

MIDWAY'S

Kickman

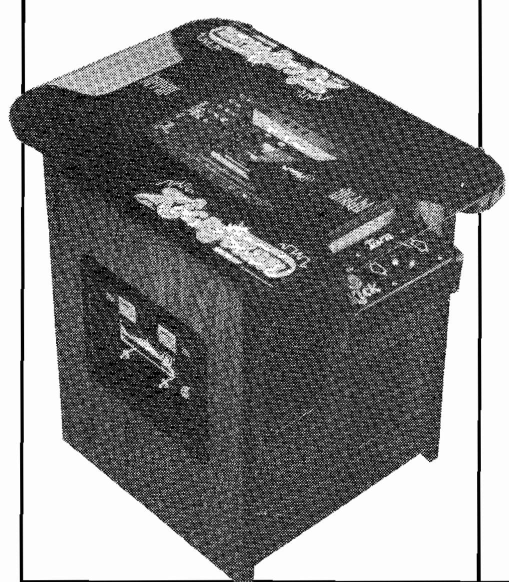
a Bally co MIDWAY

Parts and Operating Manual



No. 513 MINI

No. 515 COCKTAIL





No. 968 UPRIGHT

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Form No. 0968-00300-0000

WARNING

THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment Generates, Uses and can Radiate Radio Frequency Energy and if not installed and used in accordance with the Instructions Manual, may cause interference to Radio Communications. As temporarily permitted by Regulation it has not been tested for compliance to Subpart J or Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference. Operation of this equipment in a Residential Area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

ELECTRICAL BULLETIN: FOR ALL APPARATUS COVERED BY THE CANADIAN STANDARDS ASSOCIATION (CSA) STANDARD C22.2 NO. 1, WHICH EMPLOYS A SUPPLY CORD TERMINATED WITH A POLARIZED 2-PRONG ATTACHMENT PLUG.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

ATTENTION: POUR PREVENIR CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE POLARISEE AVEC UN PROLONGATEUR. UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

Printed In U.S.A.

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Kick-Man

IMPORTANT
NOTE

DO NOT plug in your new game yet. Before you do anything to your game, we recommend that you read SECTIONS I and II of this manual completely. It will not take more than a few minutes and it may be very helpful.

I. Introduction

KICK-MAN is a one or a two player game. There are three models: the "UPRIGHT", "MINI", and "COCKTAIL TABLE". The Upright and Mini models have been designed for either **RIGHT** or **LEFT** hand use. When the two player mode is selected on the Upright or Mini model, the players take turns at the controls to take the Clown through the game course. If you have purchased the Cocktail Table model of this game, the rules of play are the same. The only **difference** is that in the two player mode of the Cocktail Table game, the picture flips to face you when it's your turn.

When playing this game, the Clown is under **YOUR** control. **YOU** make him move back and forth across the screen to Kick, Pop, or Catch the falling balloons. Whether he catches them or pops them depends on what rack you are in.

These balloons are displayed in groups, called "racks", across the top of the screen. The first rack is made up of 16 balloons. The second and all future racks are made up of 24 balloons each.

The balloons are assembled in a random order and are dropped in a random order by the game. **YOU** position the Clown under the falling balloons to either catch them on his head or pop them with the pin in his hat.

If you miss the balloon and are close enough, you can KICK it back up in the air again and give yourself another chance to get under it before it hits the ground. If a balloon does hit the ground, the Clown falls off his unicycle and you give up one player. When your NEXT player appears, he will begin with **NO** balloons on his head. YOU MUST START OVER AGAIN FROM THE BEGINNING TO STACK UP BALLOONS FOR POINTS.

As your skill level increases, the number of fast falling balloons is increased (BLUE — fastest falling; RED — medium; and YELLOW — slowest falling), the balloons will begin to fall at an angle — not straight down as in earlier racks, and as you kick one balloon up — sometimes another begins its fall (you then have **TWO** balloons in the air at the **SAME** time). However, you can **NEVER** have **MORE** than two balloons in the air at the **SAME** time.

Bonus Clowns are awarded to you periodically throughout the game as you reach or pass certain preselected point values. Each balloon and rack identifier symbol has an assigned point value as listed in Figure 1.

Major New Features

There are several major new features in your KICK-MAN game; 1) During regular play, you can kick a missed balloon back up in the air numerous times and give yourself another chance to get under it to build up a full stack of eight balloons; 2) If you miss a balloon or catch a bomb when you are in a CHALLENGE rack, causing the Clown to fall off his unicycle, you **ARE NOT** PENALIZED ONE PLAYER — all that is lost are the balloons that were stacked on the Clown's head; 3) The PAC-MAN will appear three times in the 2nd rack and two times in the 3rd and **EVERY** succeeding rack when the Difficulty Level option is at the factory recommended setting. As the PAC-MAN eats the balloons on the Clown's head, you are awarded the bonus points for these balloons right then. This means your Clown does not have to get a full stack of

eight balloons before you are awarded the bonus points for them. 4) PAC-MAN BONUS AND SUPER BONUS: A PAC-MAN BONUS (anywhere from 200 to 1600 points) is awarded to the player for each PAC-MAN caught on **YOUR** Clown's head in any one rack. If at the end of that rack, **ALL** PAC-MEN are still on top of your Clown's head, a "PAC-MAN SUPER BONUS" of 1600 points is also added to your score; 5) There is a completely new and easy-to-use diagnostic package featuring: a complete ROM/RAM check with bad chip location information read out on the monitor screen; the capability to check each of the game's 24 different sounds **INDIVIDUALLY;** provision for checking each control and switch **SEPARATELY;** a full function Bookkeeping mode; an entire options list that can be set from the front console with **NO NEED** to crawl inside the back of the cabinet and look for tiny switches located on P.C. boards; a sound system test; and a "PRE-SET" category that returns **ALL** information in the Bookkeeping mode to zero and all operator selected options back to factory recommended settings; and 6) The game is equipped with a rechargeable battery so that it won't forget where it was the night before at closing — even if you turn it off. It will "remember" this information for up to two weeks.

Game Objective

The object of the game is to **HAVE FUN** while constantly increasing your skill as you play, catching as many balloons as possible each time to get the highest score.

DESCRIPTION	FALL RATE		POINTS AWARDED
BLUE BALLOON	FAST		15
RED BALLOON	MEDIUM		10
YELLOW BALLOON	SLOW		5
RACK IDENTIFIERS		**APPEARS IN RACK NO.**	
INKY (BLUE GHOST)	FAST	3	25
PINKY (PINK GHOST)	FAST	4	25
CLYDE (ORANGE GHOST)	FAST	5	25
BLINKY (RED GHOST)	FAST	6 and UP	25

Figure 1 Assigned point values

II. Location and Setup

INSPECTION

1. Remove the game from its shipping crate.
2. Inspect the entire outside of it for any signs of damage.
   - Any scratches?, dents?, cracks?
   - Any broken controls?
   - Any broken glass or plastic?
   - Just look it over closely and make a note of any signs of damage.
3. Remove the shipping cleats from the bottom of the cabinet.
4. Remove the four leg levelers from the coin box and install them, one at each corner of the cabinet.
   - Level the cabinet.
5. Open the cabinet and inspect the inside of the game for any signs of damage. See Figure 2.
   - Also check to make sure all plug-in connectors on the wire harness are firmly seated.

   NOTE: All connectors or plugs are keyed so they will only go together when all pins are properly lined up.
   - Replug any connectors found unplugged. DO NOT FORCE PLUGS ONTO CONNECTORS. DO NOT FORCE PLUGS TOGETHER. If it won't go on easily, assuming the keys are lined up, it either does not belong there or is damaged.
   - Make sure all printed circuit boards (P.C.B.'s) are firmly seated in their connectors. See Figure 2. These connectors are also keyed. The P.C.B.'s will only go into them one way without being damaged.
   - Note the location of the game's serial number. See Figure 2.
   - Check all major subassemblies to be sure they are mounted securely. These are called out in Figure 2 & 3.
     Power supply.
     Control panel(s).
     T.V. monitor.
     Other P.C.B.'s and/or P.C.B. rack, etc.
     Power supply filter assembly.
     Transformer board assembly.
6. Make a note of any problems that can't be easily corrected.
7. Call your distributor and/or service man about your problem list.

INSTALLATION

1. Location requirements:

Power:
Domestic 110 V @ 60 Hz
Foreign 200 V to 240 V @ 50 Hz

Temperature: 32° to 100° F (0° to 38° C)

Humidity: Not over 95% relative

Space required:

Upright	25" x 32" (64 x 82cm)
Mini	20" x 29" (51 x 74cm)
Cocktail	32" x 22" (82 x 56cm)

Game height:

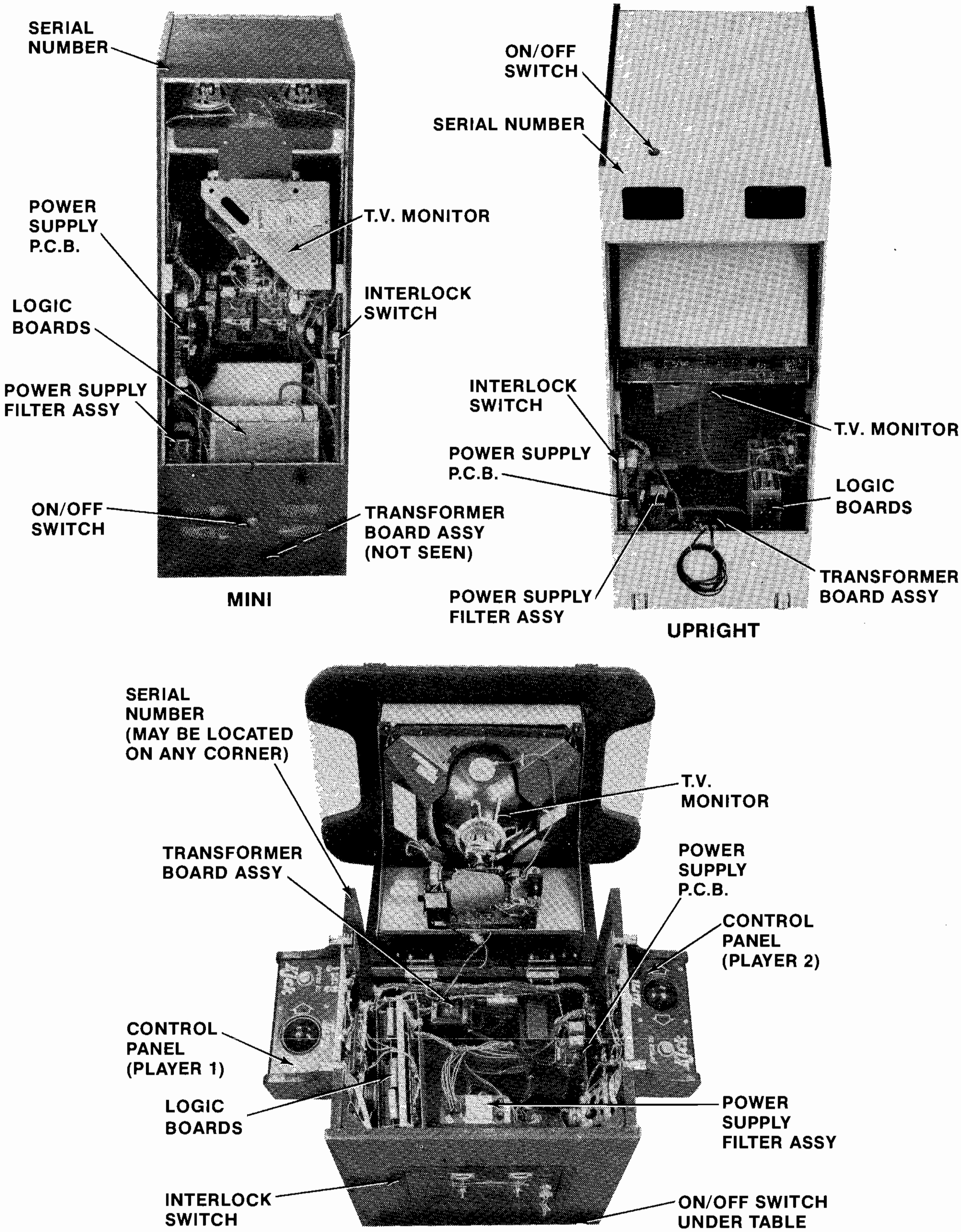
Upright	72" (183cm)
Mini	60" (153cm)
Cocktail	29" (74cm)

2. Voltage Selection:

Your game is designed to work properly on the line voltage where you are located. Check your line voltage with a meter to determine what its value is. Then check the power input wires to the main power supply transformer on your game to be sure they are connected to taps which correspond to your line voltage value.

If the power input wires to the main power supply transformer are not connected to taps which correspond to your local line voltage, move them to the proper taps.

If the line voltage in your area falls outside the upper or lower limits of the range of inputs covered by the main power supply transformer, **DO NOT PLUG YOUR GAME IN** until you have talked with your distributor and/or service man and obtained a solution to this problem. Otherwise you could damage your game.



NOTE: The above photos show a “CARD RACK” assembly installed in the games. Your game(s) will not have a “CARD RACK” assembly.

Figure 2 Location of serial number, interlock switch, ON/OFF switch & major sub-assemblies

3. **Interlock and power ON/OFF switches.** See Figure 2.

- To help prevent the possibility of getting an electric shock while working inside the game cabinet, interlock switches have been installed at each cabinet access door (this **DOES NOT** include the coin door in the Upright and Mini models).
- When any access door is opened, the interlock switch installed there turns off all power to the game.
- Check each interlock switch for proper operation.

  After checking the line voltage in your area and determining that the input wires to the main power supply transformer of your game are connected properly — or — after obtaining a solution to your over or under voltage problem from your distributor and/or your service man, plug the game into your A.C. wall outlet.

  The game ON/OFF switches for all models are located as shown in Figure 2. Turn the game on and allow it to warm up a few minutes.

  Slowly open each access door to the game (this **does not** include the coin door on the Upright and Mini models).

  As the door is opened approximately 1" (2.54cm) the power to the game should go off (the T.V. monitor, all the lights, and all sounds will stop).

  If this does not happen, check the interlock switch by this door to see if it has broken loose from its mounting or if it is stuck in the "ON" position.

  If the switch is found to be bad, turn the game off, unplug it, and replace the interlock switch.



Figure 3 Major sub-assemblies (cont. from Fig. 2)

When done, plug the game back into the wall outlet, close the access door, and turn the game back on.

After the game has warmed up, repeat the above interlock switch test.

When the interlock switch is working properly and turns the power to the game off, power may be restored to the game with the access door(s) open. Take hold of the interlock switch plunger and **gently** pull it out to its fully extended position. THIS IS TO BE USED **ONLY** FOR SERVICING THE GAME. See Figure 4.

SELF-TEST:

Your new game will Self-Test itself to see if it has any bad parts. The information it receives while testing will be shown on the T.V. monitor. Some information can also be heard through the game's speaker system. See the GAME OPERATION section for a more detailed description of this function.

When there is a bad result according to the Self-Test, call your distributor and/or service man to have the trouble fixed unless it is something you can do yourself (such as replace a bad RAM or ROM chip).

GAME VOLUME ADJUSTMENT CONTROL. See Figure 5.

The game volume control pot is located just inside the cabinet on the right side of the coin door frame.

There is only one pot. For adjustment, it may be reached through the coin door on **ALL** models.

To make the sounds louder, turn the pot clockwise as you face it (↷).

To make the sounds **less** loud, turn the pot counter-clockwise as you face it (↶).

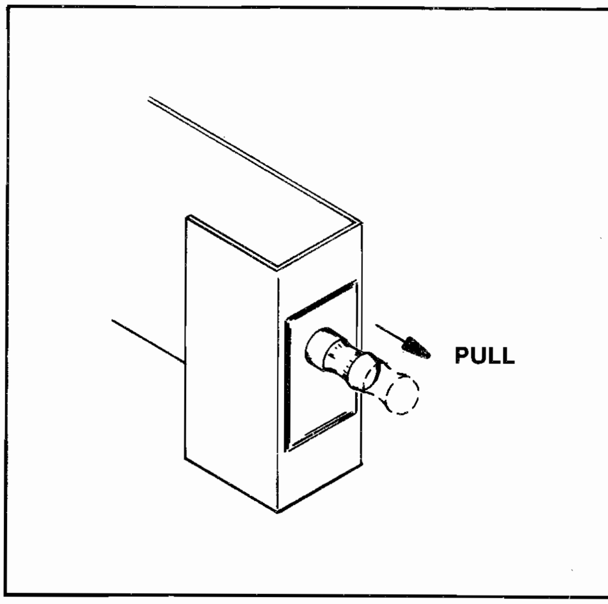


Figure 4 Interlock switch operation

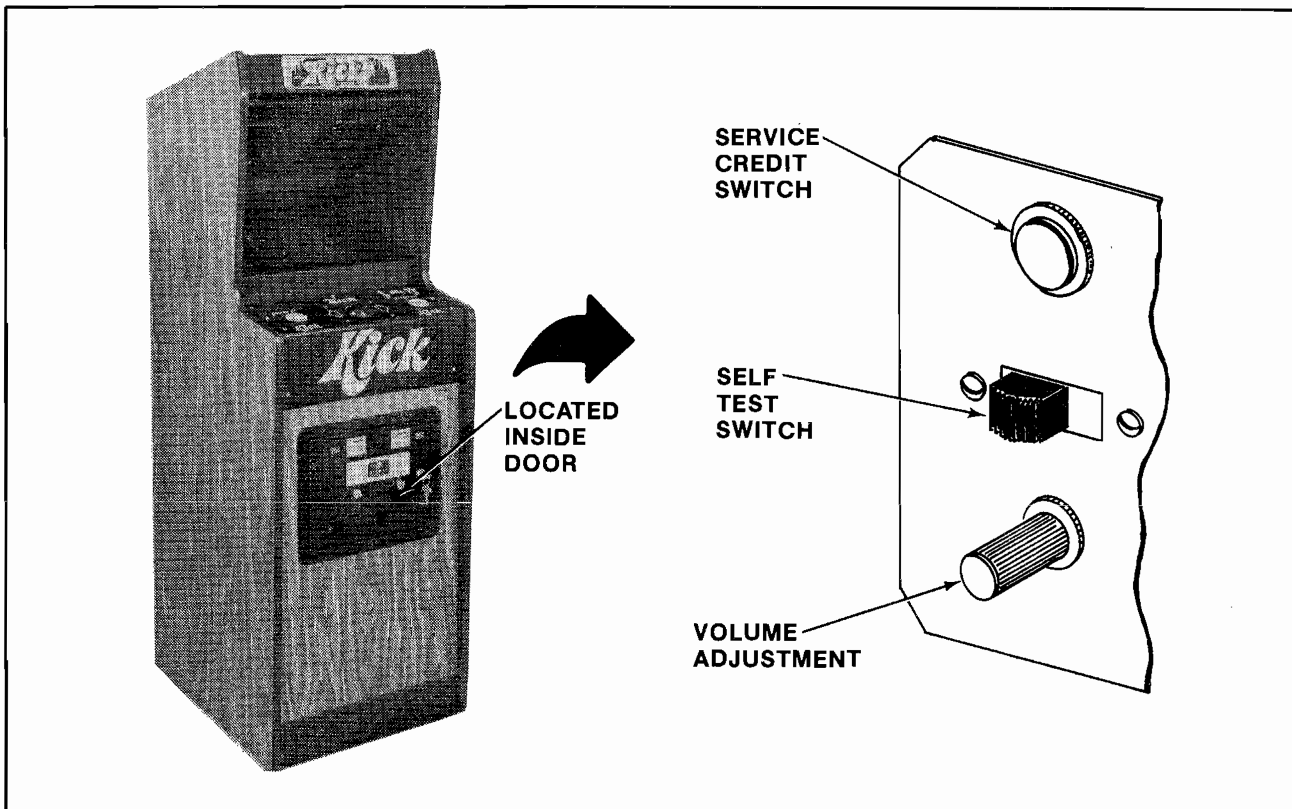


Figure 5 Location of volume control, self test switch & service credit switch

Figure 6 Option switch settings

SWITCH NO. 1 — AT B3 — LOCATED ON SOUND I/O P.C. BOARD	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	* SW#7	SW#8	SW#9	SW#10
DURING GAME PLAY:										
PLAY MUSIC	ON	NOT USED	NOT USED	NOT USED	NOT USED	NOT USED		NOT USED	NOT USED	
DO NOT PLAY MUSIC	OFF									
MINI							ON			
COCKTAIL TABLE							OFF			
FREEZE VIDEO										ON
NORMAL OPERATION										OFF

SWITCH NO. 3 — AT D 14 — LOCATED ON SOUND I/O P.C. BOARD (These switches for in shop test use only!)	SW#1	**SW#2	**SW#3	**SW#4
NORMAL OPERATION	OFF			
SOUND I/O DIAGNOSTIC MODE	ON			
NORMAL OPERATION		OFF		
RAM/ROM TEST INDICATES TEST RESULTS VIA YELLOW LED ON SOUND I/O BOARD: **FAST FLASH = BAD ROM** **SLOW FLASH = BAD RAM**		ON		
NORMAL OPERATION			OFF	
OSCILLATOR TEST			ON	
NORMAL OPERATION				OFF
FILTER TEST				ON

THE REMAINDER OF KICK-MAN'S MOST COMMON OPTION SETTINGS ARE CONDUCTED DURING THE **MACHINE SETUP** PORTION OF THE SELF-TEST MODE AND WILL BE COVERED IN DETAIL IN THAT SECTION OF THIS MANUAL.

* THIS SWITCH **NOT USED ON UPRIGHT MODELS.**

**NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION.

OPTION SETTINGS:

To change the most common option settings, you **DO NOT** have to take the game apart or go into the cabinet and hunt for tiny switches on P.C. boards. These most common options can be changed from the main console of the game while it is in the Self-Test mode. The Self-Test switch is located just inside the cabinet on the right side of the coin door frame as you face it.

When changing any options, ALWAYS perform the Self-Test and play the game to be sure the ones selected are working properly. Of course, when you must change one of the switches that is located on one of the game's P.C. boards, it is also recommended that you perform the Self-Test and play the game to be sure the switches have worked properly and that no switches were accidentally moved that were not meant to be. (These switches are small and this can happen.)

The P.C. Board option switch settings, and what they will make the game do are shown in Figure 6. See Figure 6a for option switch locations.

NOTE: In order to set the option switches located on the games P.C. Boards, these Boards **MUST** be removed from their card rack.

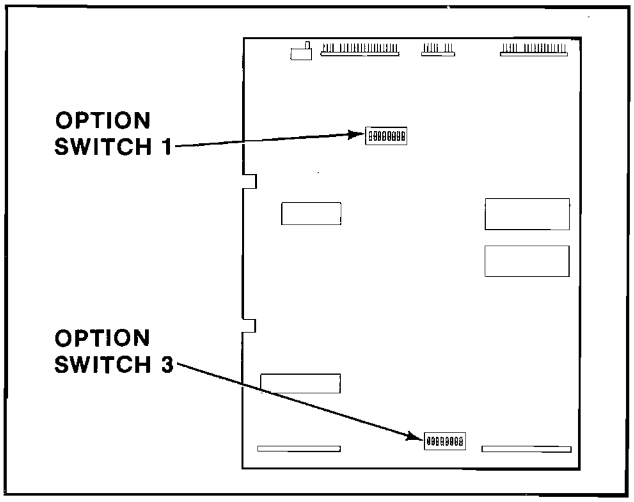


Figure 6a Option switch location

Game Operation

KICK-MAN is a one or a two player game with a color T.V. monitor. The game gives a display which has all the parts shown in Figure 7.

The game has five possible modes of operation: ATTRACT, READY-TO-PLAY, PLAY, HIGH SCORE INITIAL, AND SELF-TEST.

SELF-TEST MODE

The Self-Test mode is a special mode for checking game play statistics as well as game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

NOTE: Putting the game into Self-Test **WILL NOT** cause the game to erase any CREDITS it has in its memory when the Self-Test mode is entered.

You may begin a Self-Test at any time by sliding the Self-Test switch to the "ON" position after the power to the game is on (the Self-Test switch is located just inside the cabinet on the right side of the coin door frame as you face it). When this is done, the game will react as follows:

1. If the game is in the Attract mode when the Self-Test switch is moved to the "ON" position, it will finish the sequence and then go into the Self-Test mode. This is illustrated by the display of the Self-Test Mode Menue on the monitor screen.
2. If the game is in the Ready-To-Play mode or the Play mode when the Self-Test switch is slid to the "ON" position, it **WILL NOT** go into the Self-Test mode until **AFTER** the player's Clown has fallen off his last unicycle (the game MUST be over). At this point, the game will go into the Self-Test mode. Again, this is illustrated by the display of the Self-Test Mode Menue on the monitor screen.
3. The fastest way to enter the Self-Test mode is to slide the Self-Test switch to the "ON" position and then activate the "TILT" switch located on the back side of the coin door just below the lock mechanism. The game will then **IMMEDIATELY** go into the Self-Test mode.

The Self-Test mode has eight (8) major categories as illustrated by Figure 8.

1. It is easy to select what category you want to enter. By holding down the ONE or the TWO player button, the Balloon at the left of the screen can be moved UP and DOWN (i=UP) and (ii=DOWN), until it is in front of the category you want to test. Release the button at this time.
2. After the Balloon has been positioned, depress either "KICK" button on the console and the monitor screen will display the test category you have selected.

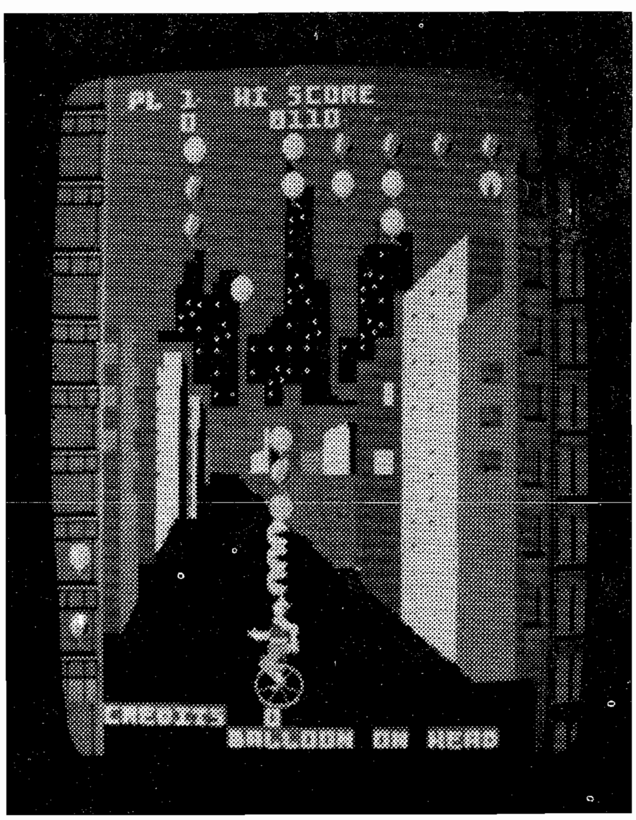


Figure 7 Game operation

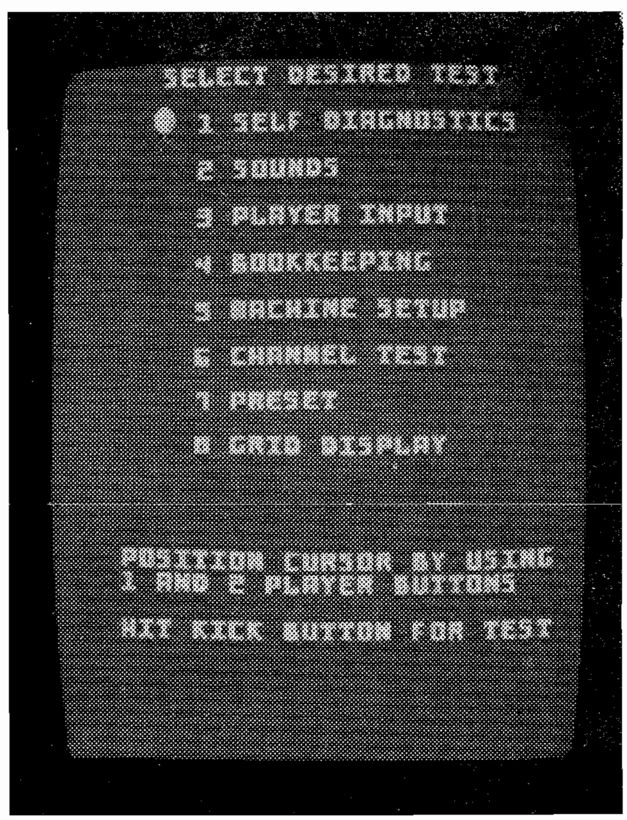


Figure 8 Self test display

NOTE: There is one exception to this. If you position the Balloon in front of the "PRE-SET" category on the Self-Test Mode Menue, when you press the "KICK" button on the console — EVERYTHING, I repeat — **EVERYTHING,** including **ALL** information in the "BOOKKEEPING" mode and **ALL operator selected options,** will be set back to zero "0" and to the factory recommended settings — **respectively.**

- Once you are **IN** one of the Self-Test mode categories, FOLLOW THE **ON-SCREEN** INSTRUCTIONS TO **COMPLETE** THE TEST.

3. The next group of Figures (8a through 8h) show the **CORRECT** screen presentation for **EACH** category of the Self-Test mode.

During the SELF DIAGNOSTICS section of the Self-Test mode, you will **first** see a cross hatch pattern on the screen for about 1/2 second. **Second,** you will see a lot of different colored bars shown on the monitor screen. These bars will be UNpainted one at a time from the top down. **Third,** you will see the screen painted Red, Blue, and Green in bars from the top down. **Fourth,** all the different colored bars you saw **"Second"** are displayed again. And **fifth,** the different colored bars are replaced by this message: **"HIT KICK BUTTON TO EXIT".** If the Kick button is not hit, the test will repeat itself. This feature was designed into the game to enable over-night testing for an intermittent hardware problem.

If the SELF DIAGNOSTICS find one or more bad ROM or RAM chips: instead of going through what is described above, the game will give you a written message as to which parts are bad. This message includes their I.D.'s and their P.C. Board locations.

During the SOUNDS section of the Self-Test mode, the game will give a display which looks like that shown in Figure 8a.

- In this category, each of the game's 24 separate sounds can be checked individually in any order — or — you can tell the game to check them all in order — 3 through 26.

During the PLAYER INPUT section of the Self-Test mode, the game will give a display which looks like that shown in Figure 8b.

- In this category, each of the game's player operated controls — including the coin switches on the back side of the coin door — may be checked individually. A game sound will be heard as each switch/control is actuated. If no game sound is heard, that switch/control is either not working, miswired, or disconnected. Check it out thoroughly.

As the Player Input Switches and Devices are activated, the Switch or Device activated is spelled out in the blank space above "PLAY MUSIC".

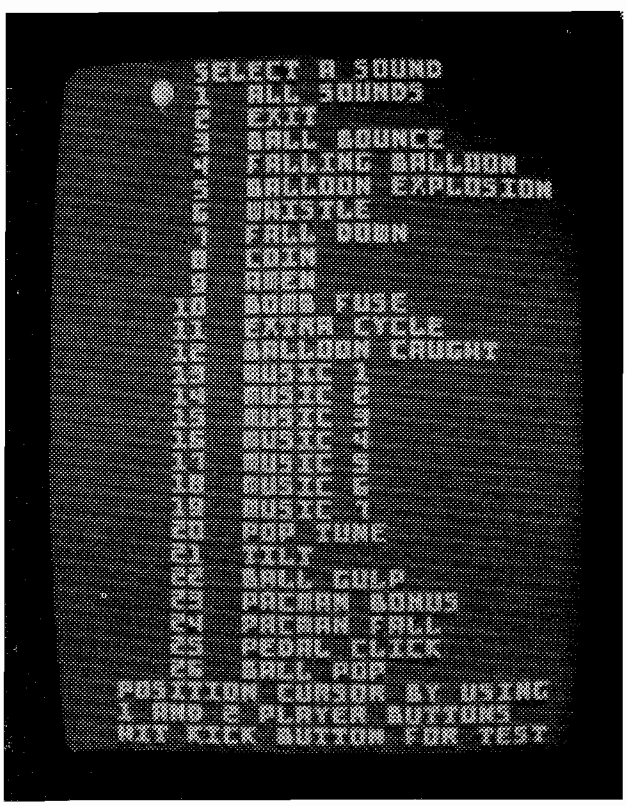


Figure 8a Self Test — Sounds

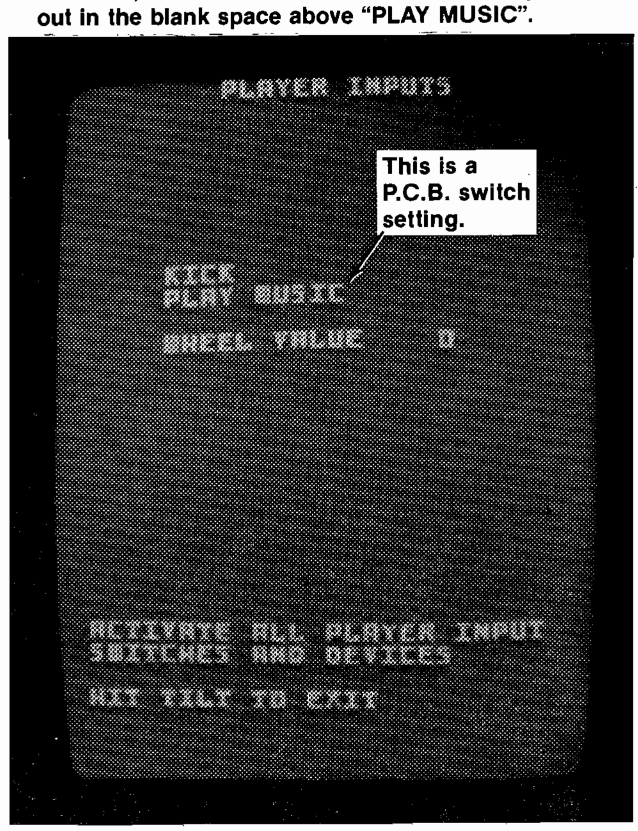


Figure 8b Self Test — Player Input

During the BOOKKEEPING section of the Self-Test mode, the game will give a display which looks like that shown in Figure 8c.

- In this category, a basic bookkeeping function is performed. And with the selection of the "TIME REPORT" and the "SCORE REPORT", detailed breakdowns of game times and scores may be obtained.

In the TIME REPORT and SCORE REPORT sections of the BOOKKEEPING mode, the game will give displays which look like those shown in Figures 8d and 8e respectively.

During the SETUP OPTIONS section of the Self-Test mode, the game will give a display which looks like that shown in Figure 8f.

- In this category, all common game options may be changed from the control console: coins per credit, credits per base, bonus base(s) awarded at, difficulty level — and so on.

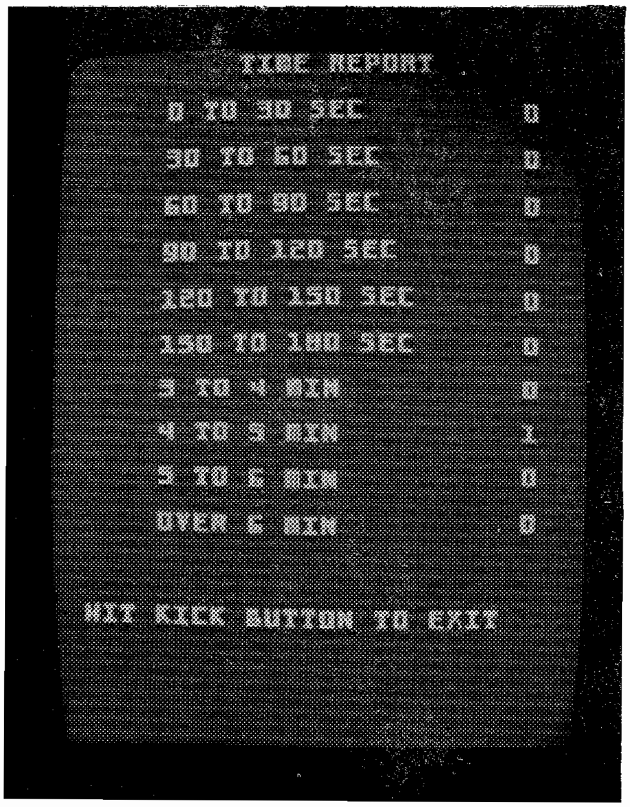


Figure 8d Self Test — Time Report

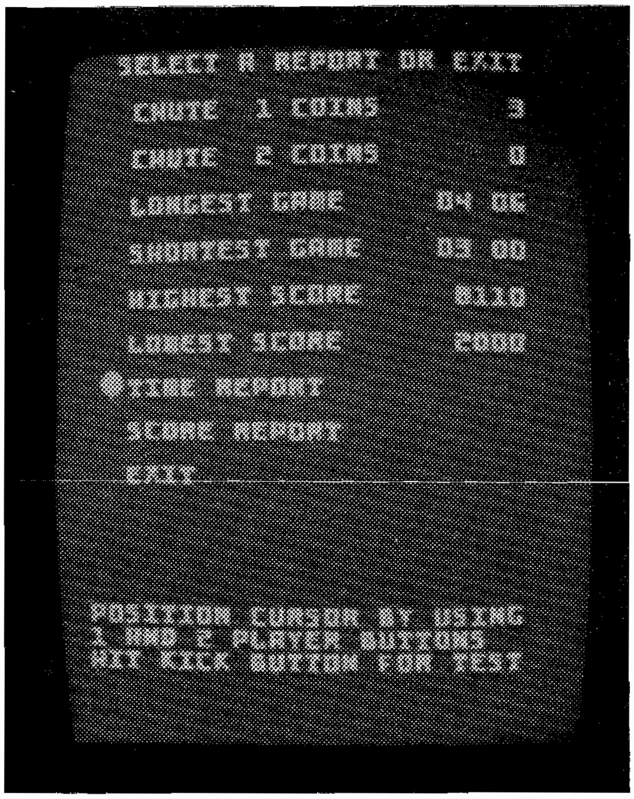


Figure 8c Self Test — Bookkeeping

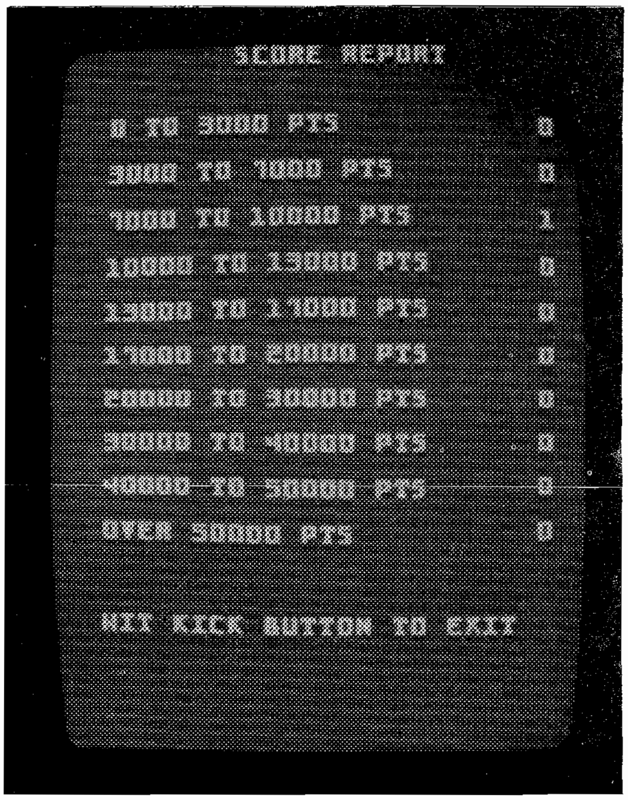
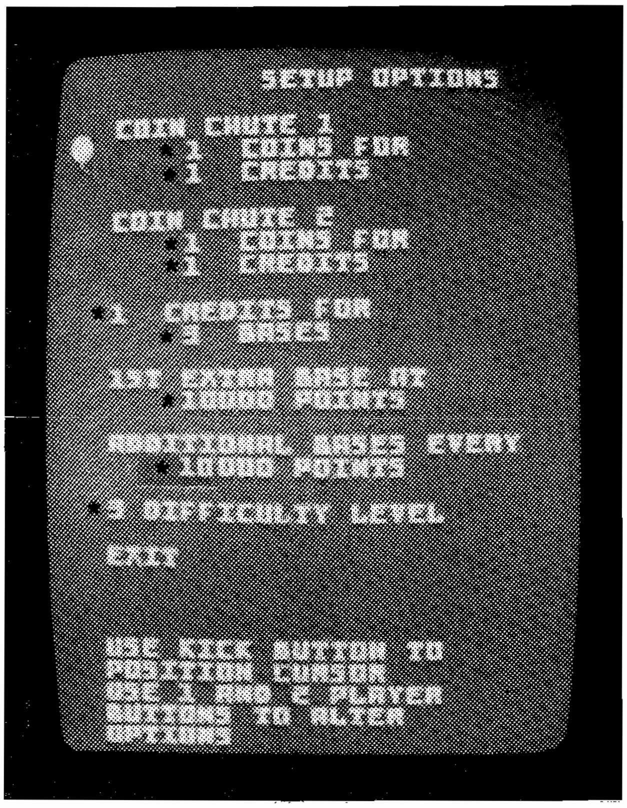


Figure 8e Self Test — Score Report



* = Factory recommended settings.

Figure 8f Self Test — Setup Options

DIFFICULTY LEVEL EXPLANATION: SEE FIGURE 8g.

The Difficulty Level setting has a range of 1 to 9. The following Figure 8g shows what effect this option has on the game.

During the CHANNEL TEST section of the Self-Test mode, the game will give a display which looks like that shown in Figure 8h.

- In this category, the game conducts a test of its SOUND SYSTEM.

Once you enter the CHANNEL TEST section of the Self-Test mode, the game automatically tests Channels 1 through 6 giving a tone for each one as it checks it. After the 6th Channel is tested, the game automatically repeats the test until the Kick button is hit. It then goes back to the Self-Test Mode Menue.

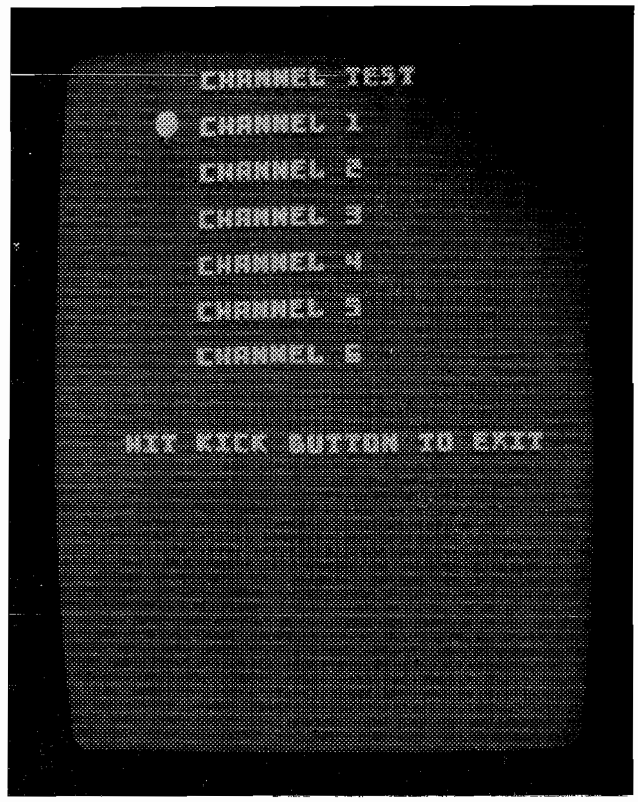


Figure 8h Self Test — Channel Test

DIFFICULTY LEVEL SETTING	1ST RACK IN WHICH YOU CAN HAVE 2 BALLOONS IN THE AIR AT THE SAME TIME	**NUMBER OF PAC-MEN THAT CAN APPEAR IN RACK 2 AT EACH SETTING
1	4	4
2	4	4
*3	*4	*3
4	3	3
5	3	3
6	3	2
7	2	2
8	2	2
9	2	2

* = FACTORY RECOMMENDED SETTINGS

** = THE NUMBER OF PAC-MEN IN EACH SUCCEEDING RACK IS REDUCED BY 1 UNTIL YOU ARE DOWN TO TWO PAC-MEN PER RACK. THESE WILL BE THERE FROM THAT POINT ON.

Figure 8g Difficulty Level Explanation

During the GRID DISPLAY section of the Self-Test mode, the game shows a white cross hatch pattern on the monitor screen. This is for alignment and/or test purposes. This pattern will remain on the monitor screen until the Kick button is hit. The game will then go back to the Self-Test Mode Menue.

To leave the Self-Test mode, simply slide the Self-Test switch to the "OFF" position at **ANY** time. The game will then run through the ROM/RAM test display after which normal game functions will return to the monitor screen.

5. RACK ADVANCE:

   The game can be made to advance through the various racks by beginning a game **and THEN** sliding the Self-Test switch to the "ON" position. After this has been done, each time you depress the ONE PLAYER BUTTON the game will advance one rack.

   When you reach the desired rack, slide the Self-Test switch to the "OFF" position. (If you leave the Self-Test switch in the "ON" position, the game will go into the Self-Test mode when you are finished playing the rack you "advanced" to.)

6. CROSS HATCH PATTERN: SEE FIGURE 9.

   A cross hatch pattern is shown on the screen when power is first turned on to the game, when the TILT Switch is actuated, during the "SELF DIAGNOSTIC" portion of the Self-Test mode, and during the "GRID DISPLAY" portion of the Self-Test mode.

   This pattern may be kept on the screen for adjustment purposes as described earlier.

   When you are finished using the cross hatch pattern, simply hit the Kick button to return to the Self-Test Mode Menue.

7. HARDWARE MASTER RESET SWITCH:

   There are two of these little red switches, one on the Sound I/O Board and one on the CPU Board, located as shown in Figure 10.

   The function of each of these switches — when pressed — is to make the game think it has **JUST** been turned on. They set up an "initial power-up" condition.

   We **DO NOT** recommend that you indiscriminately press **EITHER** of these switches. They should **ONLY** be used if there is a major problem encountered while testing the P.C. Boards.

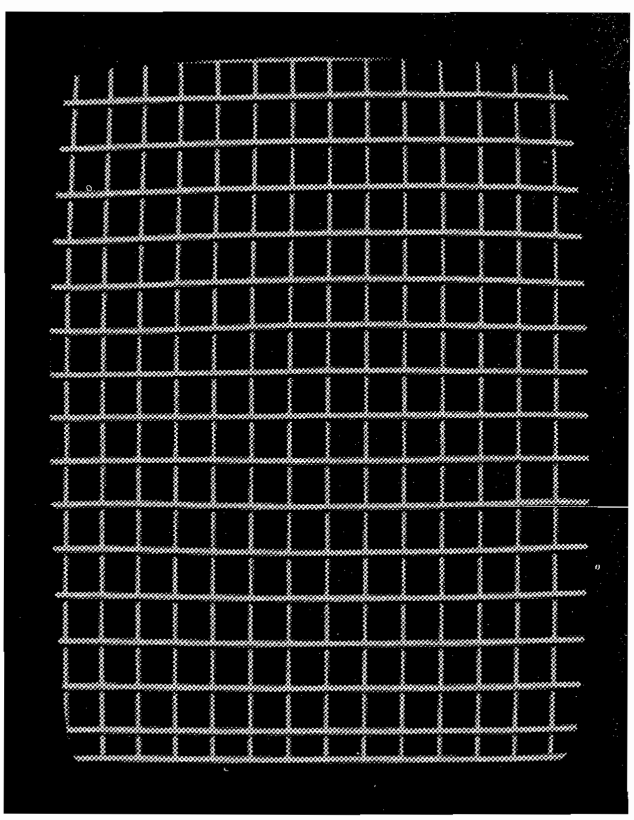


Figure 9 Cross hatch pattern

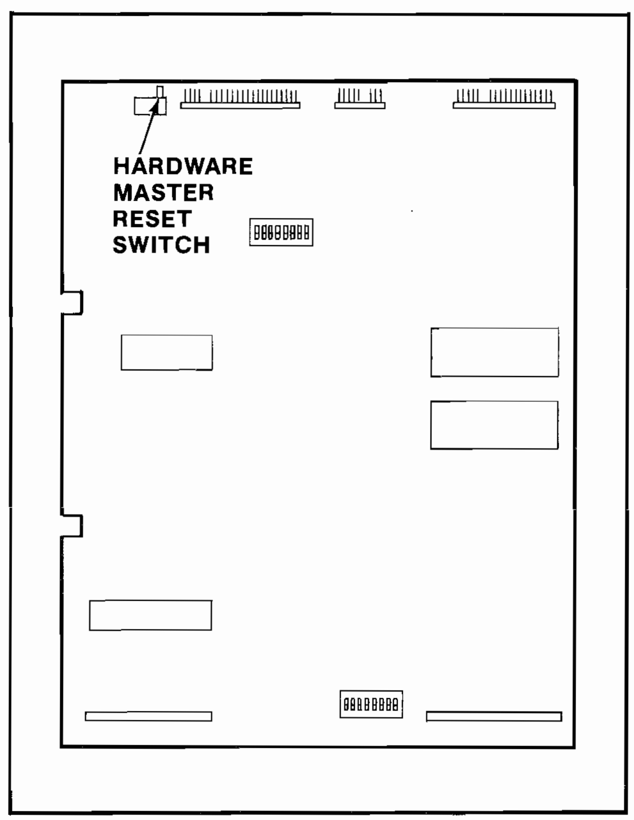
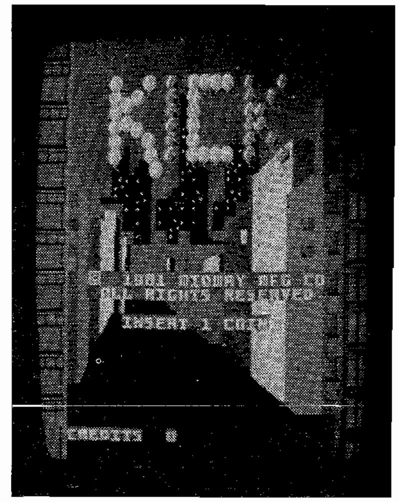


Figure 10 Location of hardware master reset switch

ATTRACT MODE

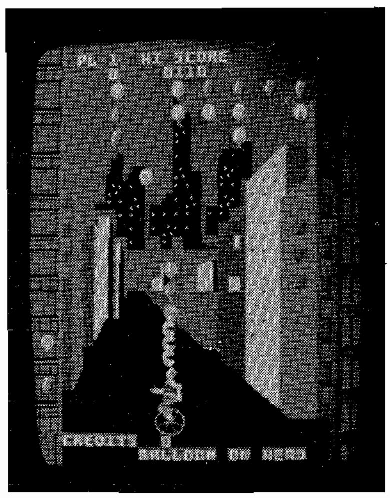
1. The Attract mode starts:
   - Just after power has been turned on to the game. (Self-Test switch is in the "OFF" position.)
   - After a Self-Test has been completed and there are no more credits left in the game's memory.
   - After a play has been finished, the score was not high enough to put the game into the High Score/Initial mode, and there are no more credits left in the game's memory.
   - After the High Score/Initial mode when there are no more credits left in its memory.
   - In the Attract mode, the game will give the following **respective** displays **centered** on the monitor screen:



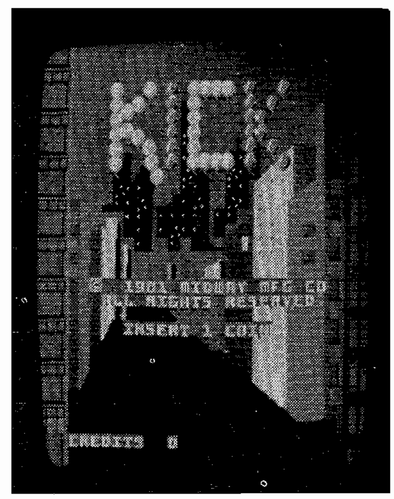
DISPLAY #1



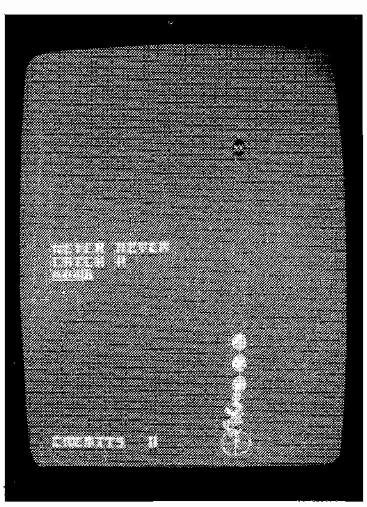
DISPLAY #2



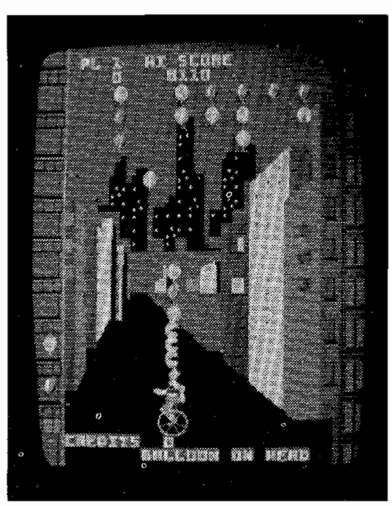
DISPLAY #3



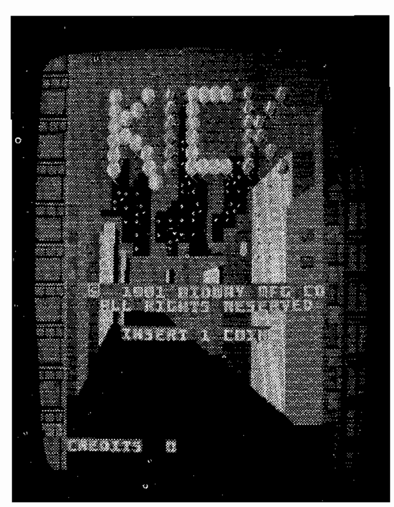
DISPLAY #4



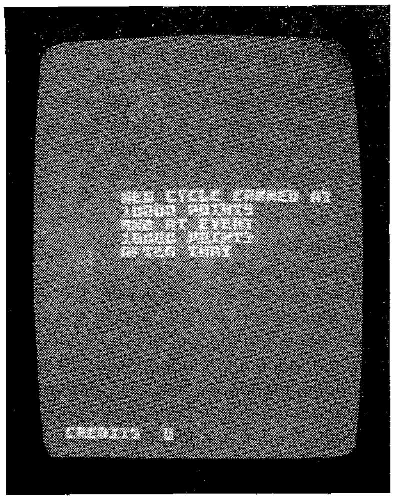
DISPLAY #5



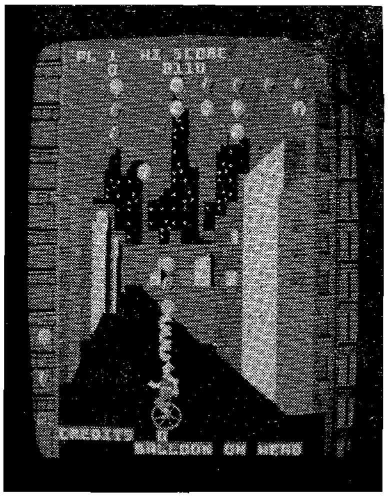
DISPLAY #6



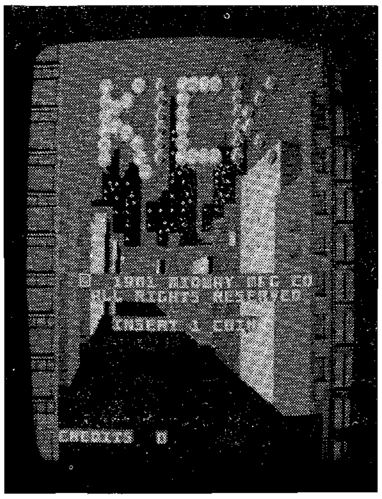
DISPLAY #7



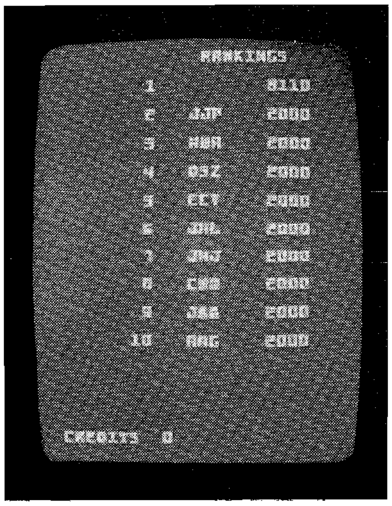
DISPLAY #8



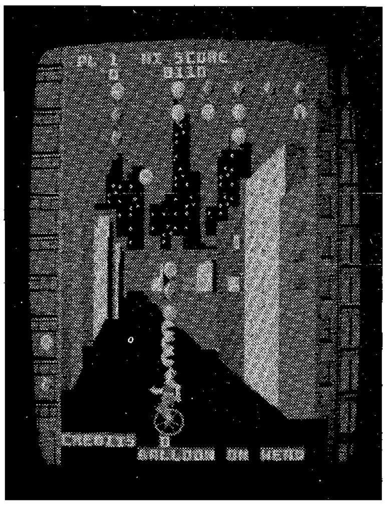
DISPLAY #9



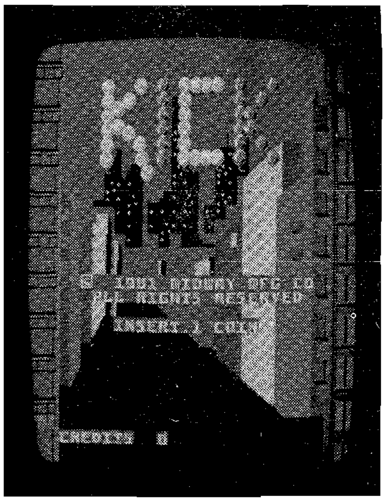
DISPLAY #10



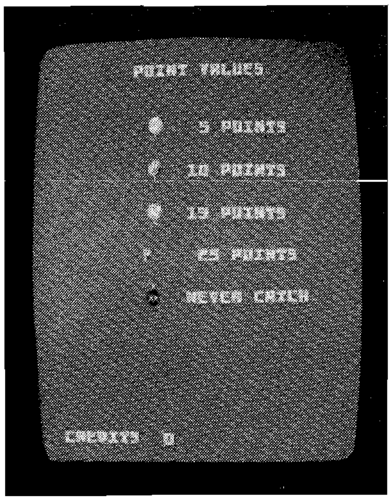
DISPLAY #11



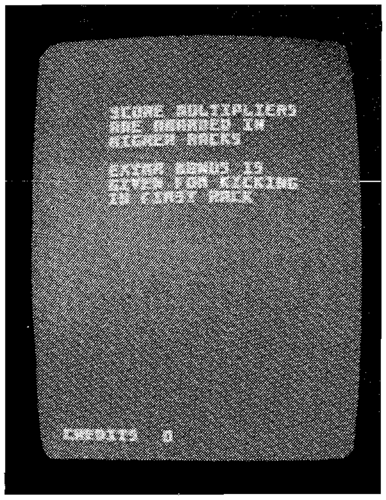
DISPLAY #12



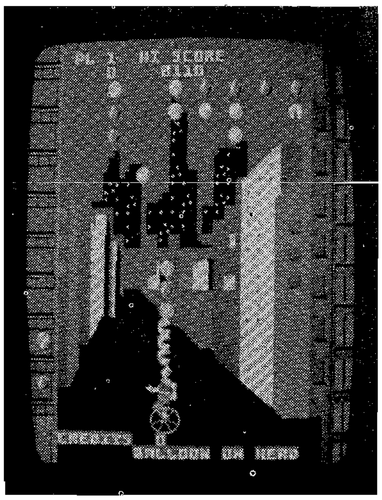
DISPLAY #13



DISPLAY #14

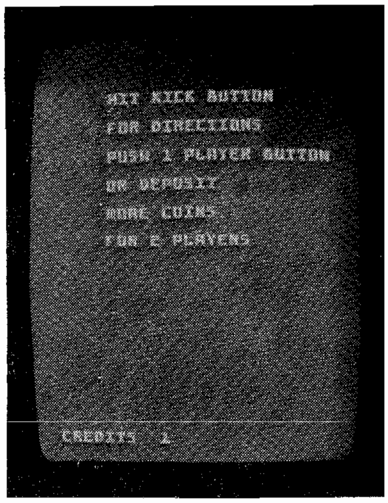


DISPLAY #15

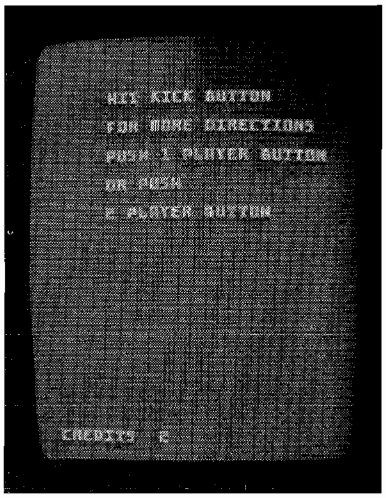


DISPLAY #16

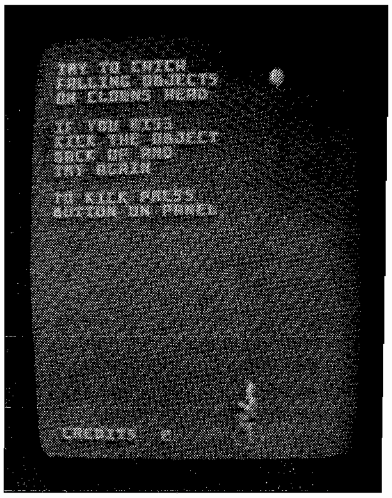
- No matter where the game is in the Attract mode sequence, it will immediately go to the following display as soon as a game has been paid for. It will hold this display on the monitor screen until the "1 PLAYER" or the "2 PLAYER" start button is pushed.



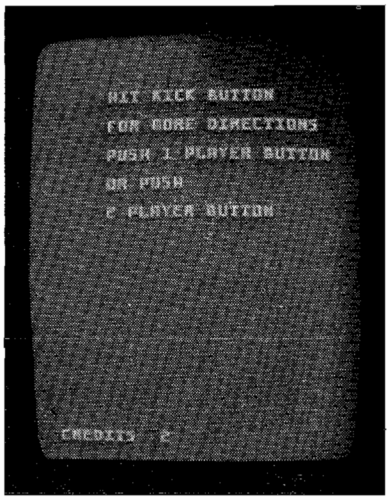
DISPLAY #1



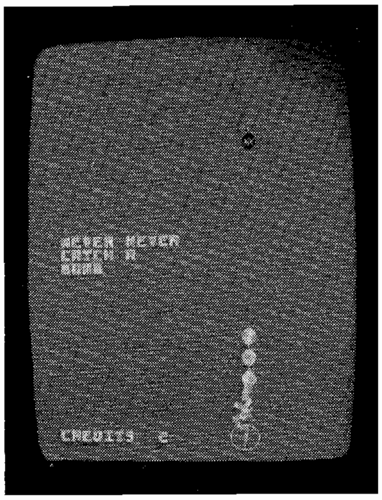
DISPLAY #2



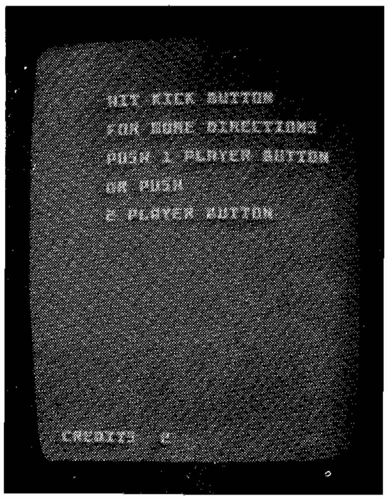
DISPLAY #3



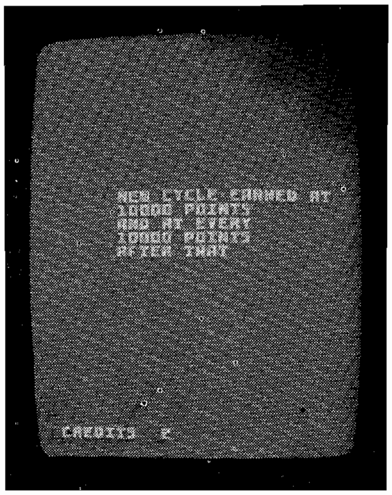
DISPLAY #4



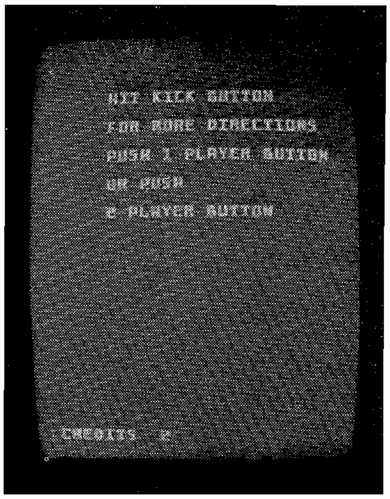
DISPLAY #5



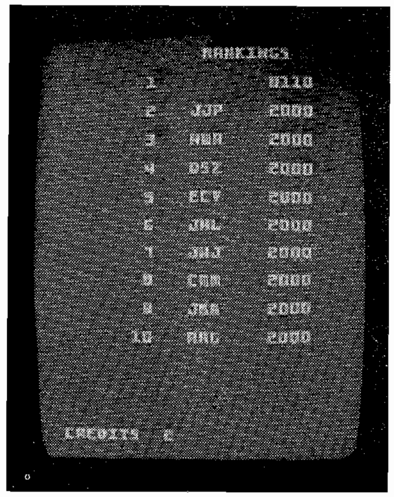
DISPLAY #6



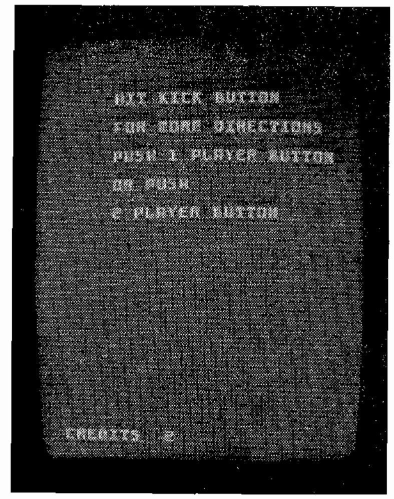
DISPLAY #7



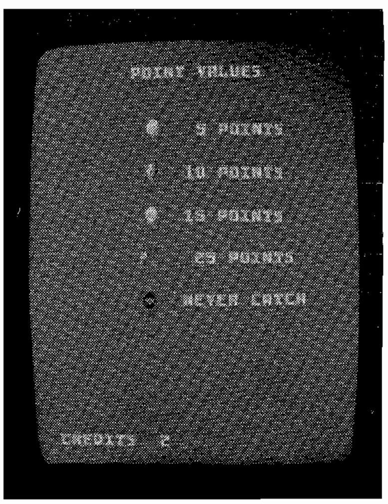
DISPLAY #8



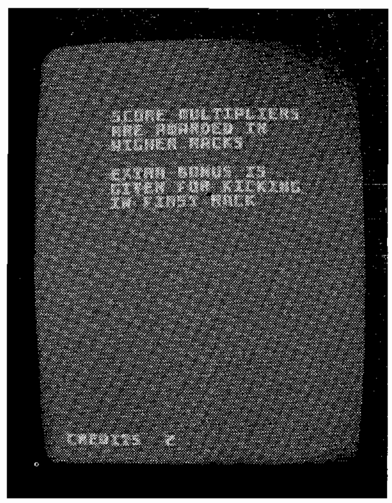
DISPLAY #9



DISPLAY #10



DISPLAY #11



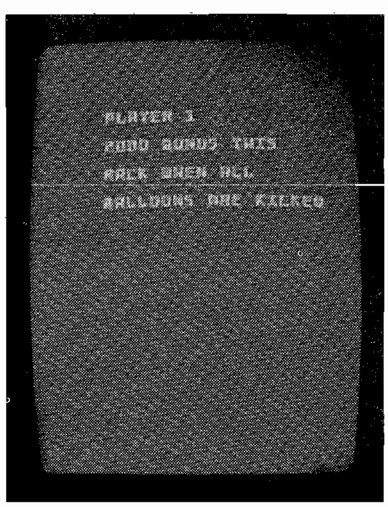
DISPLAY #12

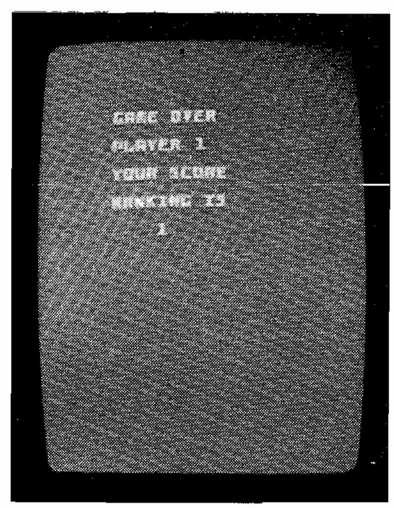
READY-TO-PLAY MODE

1. The Ready-To-Play mode starts when enough coins have been accepted for a 1 or a 2 player game.
2. The Ready-To-Play mode ends when either the "1 PLAYER" or the "2 PLAYER" push button is pressed.
3. In the Ready-To-Play mode, the game will give the previous displays **centered** on the monitor screen.
4. If no START button is pressed, the game will hold the above "Instruction Message" display on the screen indefinitely.

PLAY MODE

1. The Play mode begins when either the "1 PLAYER" or the "2 PLAYER" start button is pressed. When this happens, the following is displayed **centered** on the monitor screen.
2. The Play mode ends when you have no more Clowns left to catch the falling balloons. When this happens, the following is displayed **centered** on the monitor screen.





3. The game is made up of groups of balloons, called "racks" which are displayed across the top of the screen. These balloons drop in a random order and you move your Clown back and forth to get under them and catch or pop each one as it comes down. Whether or not your Clown will catch or pop the balloons depends on what rack you are in.

   The racks of balloons that are displayed one at a time at the top of the screen are made up of PAC-MEN, BLUE BALLOONS, RED BALLOONS, YELLOW BALLOONS, and various rack identifier symbols. Depending on what rack you are playing in, the rack identifier symbols are: 1st and 2nd racks — NONE USED, 3rd rack — INKY, 4th rack — PINKY, 5th rack — CLYDE, 6th and **ALL** succeeding racks — BLINKY.

   RATE OF FALL: The BLUE BALLOONS are the fastest falling ones and the YELLOW BALLOONS are the slowest. The RED BALLOONS fall at a speed that is in between the fastest and slowest speeds mentioned above. All rack identifier symbols fall at the same rate as the BLUE BALLOONS.

   PAC-MAN: The PAC-MAN will not appear at all in the 1st rack. At the recommended factory settings, he will appear three times in the 2nd rack and two times per rack from the 3rd rack on.

> **NOTE:** The number of PAC-MEN that appear from the 2nd rack on is operator selectable by adjusting the game's level of difficulty. This is done in the "MACHINE SETUP" category of the Self-Test mode. This same level of difficulty adjustment also varies the number of the first rack at which you can have two balloons in the air at the **SAME** time (when you KICK a missed balloon, another one sometimes begins its fall as the KICKED balloon starts on its way back up).

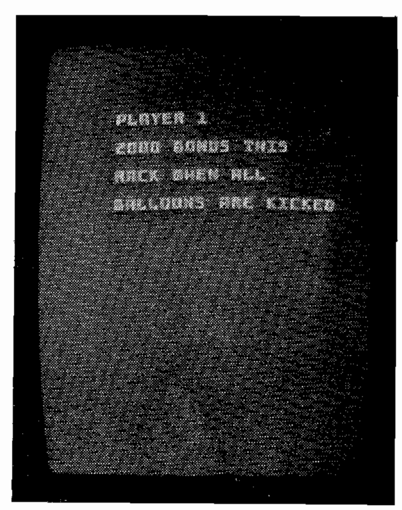
   Normally, the bonus points for the balloons your Clown catches on his head would not be added to your score until your Clown had caught a full stack of eight. But, when the PAC-MAN drops and you position your Clown under him, he will eat all the balloons on your Clown's head and add their bonus point values to your score at the same time — right then and there. You also get a bonus of from 200 to 1600 points for caught PAC-MEN. However, if your Clown should not happen to have any balloons stacked on his head when a PAC-MAN falls, you can kick the PAC-MAN right back up with the balloons again where he will stay for a while before falling again. In this way, you can save your PAC-MEN for later use when you already have some balloons stacked on your Clown's head.

   If you should miss a falling PAC-MAN and he hits the ground, this will cause your Clown to fall off his unicycle and you will loose one player. However, you **DO NOT** lose this "missed" PAC-MAN. When your next Clown and unicycle appear, the "missed" PAC-MAN will also reappear back in his spot among the balloons at the top of the screen.

   If you have caught one or more PAC-MEN on your Clown's head and you miss a falling object **OF ANY TYPE,** allowing it to hit the ground and causing your Clown to fall off his unicycle, you lose the PAC-MEN and the chance of getting a "SUPER PAC-MAN BONUS" of 1600 points **in this rack.** You also lose the bonus points for any balloons and/or rack identifier symbols caught up to the time when your Clown fell.

   PAC-MAN BONUS POINT SCORING: In a 4 PAC-MAN rack, the 1st PAC-MAN on your Clown's head is worth 200 PAC-MAN BONUS POINTS, the 2nd PAC-MAN on your Clown's head is worth 400 PAC-MAN BONUS POINTS, the 3rd PAC-MAN on your Clown's head is worth 800 PAC-MAN BONUS POINTS, and the 4th PAC-MAN on your Clown's head is worth 1600 PAC-MAN BONUS POINTS. If all 4 PAC-MEN are still on your Clown's head when the last balloon or rack identifier is eaten, you are awarded an additional PAC-MAN SUPER BONUS of 1600 points. However, if you caught 1 PAC-MAN on your Clown's head, received your 200 PAC-MAN BONUS POINTS, and then fall off your unicycle — losing the caught PAC-MAN and any balloons that were on your Clown's head at the time of the fall, THE **NEXT PAC-MAN** YOU CATCH WILL THEN BE **CONSIDERED THE 1st PAC-MAN ON YOUR CLOWN'S HEAD** BY THE GAME AND YOU WILL ONLY RECEIVE 200 PAC-MAN BONUS POINTS FOR HIM.

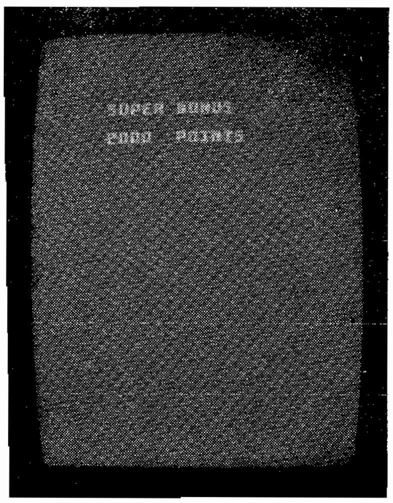
4. **FIRST RACK PLAY:** Just after you push the 1 or 2 player button, the message displayed below is shown **centered** on the monitor screen:



Then the game setting, your Clown, and the balloons appear on the monitor screen and play begins. The 1st rack contains only 16 balloons. They are mostly Yellow (slow falling) with a few Red (medium falling) ones mixed in.

In this rack, the balloons are popped by the pin in the Clown's hat when you position him under one of the descending balloons. At the same time as it is popped, the balloon's point value is added to your score. If you kick the balloon and then pop it, its point value **plus** its bonus point value will be added to your score when the balloon is popped.

If **ALL** the balloons in the first rack were **kicked** and **then** popped, the game gives this message **centered** on the monitor screen.



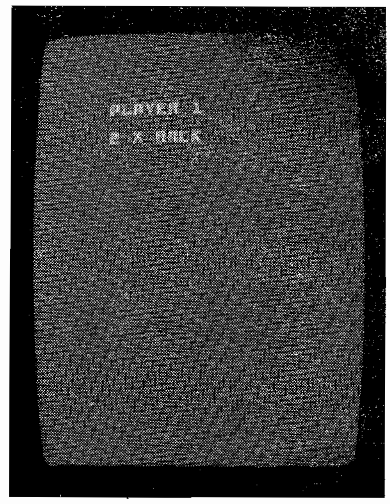
These points are then added to your score and the next rack appears on the screen.

5. **SECOND RACK PLAY:** The 2nd rack begins with 24 balloons. They are mostly Yellow and Red with a few Blue (fast falling) ones mixed in. Also mixed in with the balloons are at least two PAC-MEN. There could be more depending on where the "DIFFICULTY LEVEL" option is set. Refer to Figure 8g.

6. **CHALLENGING RACKS:** The CHALLENGING RACKS occur **between** racks 2 and 3, 4 and 5, 6 and 7, 8 and 9, etc. Play begins with balloons and an occasional bomb being thrown out of the buildings to the right and left of the Clown. **You** have to make the Clown catch the balloons. But **never NEVER** catch a bomb or it will blow your Clown off his unicycle and you will lose all the bonus points for the balloons you caught up to that time. If your Clown misses a balloon and lets it touch the ground, he will also fall off his unicycle and you lose all the bonus points for the balloons he caught until he fell. However, you **DO NOT** lose a Clown when he falls of his unicycle in a CHALLENGING RACK as you would when he falls off it during normal play.

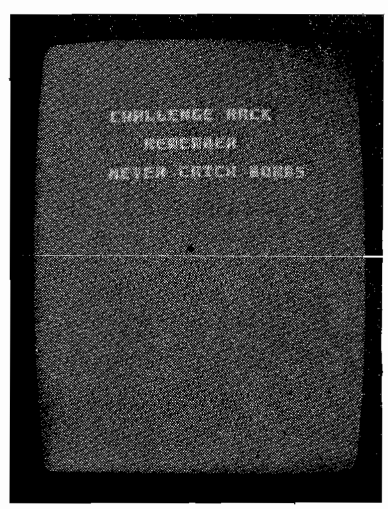
Your Clown **MUST** catch eight balloons to get **ANY** of the bonus points for the balloons caught in the CHALLENGING RACK. After the eighth balloon is caught, the Clown will pop all eight and their bonus point values will be added to your score.

7. When you catch the last balloon of a rack, the game gives the message shown below.



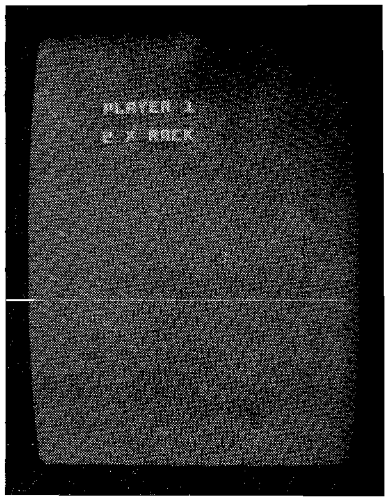
In this way, the game tells you which player — NUMBER 1 or NUMBER 2 — is being advanced to the next rack and what the number of the bonus multiplier is for that next rack. The bonus multipliers range from 2 to 5.

The only exception to this would be when the next RACK is a CHALLENGING RACK. When this is the case, you will see this message displayed **centered** on the monitor screen:



The CHALLENGING RACKS are described above.

After each CHALLENGING RACK is over, the game gives the message below displayed **centered** on the monitor screen:

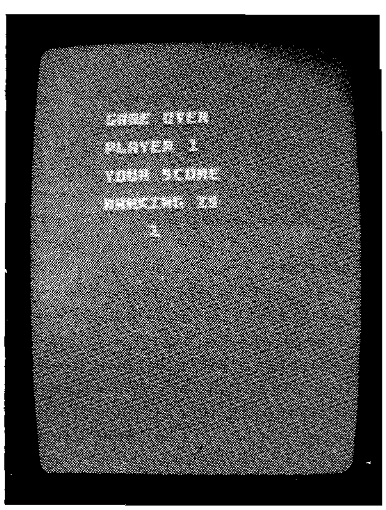


Then your Clown and the next rack of balloons appear on the monitor screen and play begins.

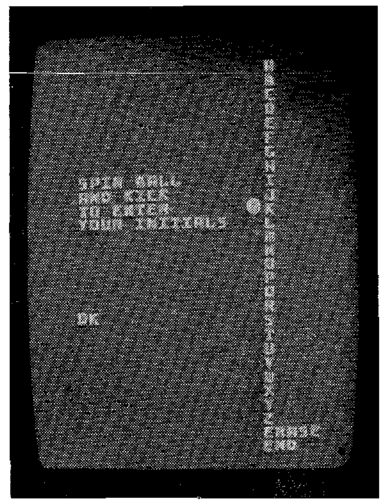
8. As you improve your skills and become better and better at the game, advancing into the more difficult racks, you will see only two PAC-MEN per rack, an ever increasing number of Blue balloons which will fall at an angle instead of straight down, and when you "KICK" a missed balloon, another sometimes begins its fall right away (you then have **TWO** balloons in the air at the **SAME** time). However, you can **NEVER** have **MORE** than two balloons in the air at the **SAME** time.

   When you miss a balloon and it hits the ground causing your Clown to fall off his unicycle, assuming you have at least one reserve unicycle left, your Clown and a new unicycle appear in the center of the monitor screen, the circus music starts to play, and play begins anew.

   When you miss a balloon and your Clown falls off his **LAST** unicycle, these words are displayed **centered** on the monitor screen as shown below.



If your score was high enough to become one of the ten best scores, the game will go into the High Score/Initial mode immediately after the above display. If your score is not high enough to cause the game to go into the High Score/Initial mode, it will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory). In the High Score/Initial mode the game gives a display which looks like that shown below.



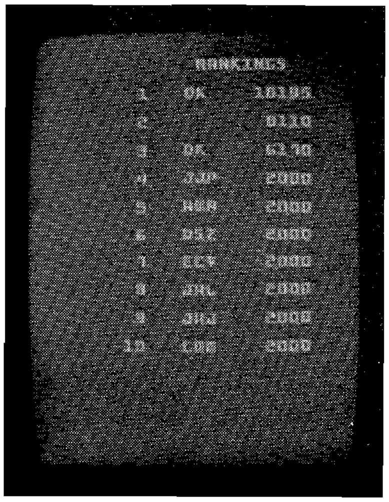
By spinning the controller ball to the right, you can make the balloon move down the alphabet: "A", "B", "C", "D", etc. By moving the controller ball to the left, you can make the balloon move up the alphabet: "Z", "Y", "X", "W", etc.

When you reach your initial, stop the rotation of the controller ball and push the KICK button. Your initial is printed out below the on-screen instructions. If you do not wish to put your initials opposite your score, just press the KICK button three times. Three "A" 's will appear below the on-screen instructions. Or — you can push either the 1 or 2 PLAYER button to leave this mode immediately.

NOTE: If you make a mistake, you can erase the wrong letter by positioning the balloon opposite the "ERASE" word at the bottom of the line of alphabet characters and pressing the KICK button. Then simply go back and print out the correct letter.

When you've printed out your last initial, move the balloon opposite the "END" word and press the KICK button to tell the game you are through printing out your initials. The game will then give the following RANKINGS display showing your score opposite your ranking and your initials.

> **NOTE:** If you don't tell the game you are through printing out your initials as instructed above, the game will automatically go into the RANKINGS display after a short wait.



After the High Score/Initial mode, the game will either go to the Attract mode (if there are no more credits left in its memory) or into the Ready-To-Play mode (if there are still credits left in its memory).

9. Most of the above holds true in the "2 PLAYER" mode also. But there are a few minor differences.

TWO PLAYER OPERATION

The Upright, Mini, and Cocktail Table models all have two player operation.

In the two player mode, the rules of play are the same as in the single player mode. There are some additional rules, however.

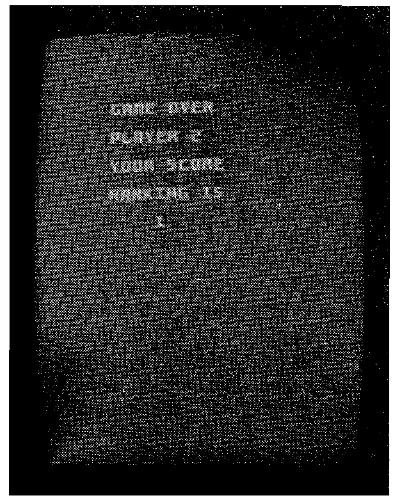
1. In the Upright and Mini models, the players must take turns at the controls.
2. In the Cocktail Table model, each player has his own set of individual controls. The picture will flip to face you when it is your turn. (When it is not your turn, your set of controls will have **NO** effect on the game.)
3. Your turn lasts until your Clown falls off his unicycle. At this point, the game will do one of several things depending on whether or not the fallen Clown was riding your last unicycle or if you still have others remaining in reserve.

FALLEN CLOWN — UNICYCLES REMAINING IN RESERVE

- The game stops and the other player's Clown and balloons appear on the screen.
- Next, "PLAYER __ UP" is displayed at right middle of the monitor screen and game play begins for the other player.

FALLEN CLOWN — NO UNICYCLES REMAINING IN RESERVE

- Game displays:



- After the above display, if your score was high enough, it goes to the "HIGH SCORE/INITIAL" mode.
- After this mode, the other player's Clown, balloons, and "PLAYER __ UP" appear on the monitor screen. Play then begins for the other player.
- If your score was **NOT** high enough to cause the game to go into the "HIGH SCORE/INITIAL" mode, the game will just display the other player's Clown, balloons, and "PLAYER __ UP" on the monitor screen. Then play begins for the other player.

III. Maintenance and Repair

Your KICK-MAN game needs certain types of maintenance to keep it in good working order. Clean, well maintained games attract players and earn more profits.

The most important thing for you to remember is to run the Self-Test EVERY TIME you collect money from the coin box. **JUST LOOKING** at your game **WILL NOT** tell you if all its controls and inside parts are working correctly. The Self-Test will inform you whether or not your game is working the way it should.

The second most important thing you should remember is to clean the outside of the game and coin acceptor mechanisms on a regular basis.

CLEANING

The outside of the game cabinet plus the metal can be cleaned with any non-abrasive household cleaner. However, the front of the T.V. monitor tube and **both sides** of all other glass and plastic on or in the game MUST be cleaned with anti-static cleaner **ONLY.** For cleaning the coin acceptors: hot soapy water may be used on the plastic ones and any household cleanser may be used on the metal ones. If you wish, special coin machine cleaners that leave no residue may be purchased from your distributor.

DO NOT dry-wipe any of the plastic panels. This is because any dust that was on them can scratch their surfaces. If this has happened, anyone looking through this type of damaged plastic would feel he was looking at the game through a fog. This fogging damage CAN NOT be repaired or reversed.! The ONLY solution is to **replace** the damaged piece of plastic.

FUSE REPLACEMENT

This game contains several fuses located as shown in Figure 11.

1. **UPRIGHT MODEL:**
   As viewed from the back, facing the cabinet, with the rear access door removed; the fuses are located on the Mech. Panel and the Power Supply Board.
2. **MINI MODEL:**
   As viewed from the back, facing the cabinet, with the rear access door removed; the fuses are located on the Mech. Panel and the Power Supply Board.
3. **COCKTAIL TABLE MODEL:**
   As viewed from the coin door side of the cabinet, with the monitor tilted open to one side; the fuses are located on the Mech. Panel and the Power Supply Board.

Replace fuses **ONLY** with the type and size listed in the Illustrated Parts Breakdown Section of this manual.

See the T.V. Monitor Manual (available on request from your distributor or monitor manufacturer) and/or the T.V. Troubleshooting Section of this manual for further information.

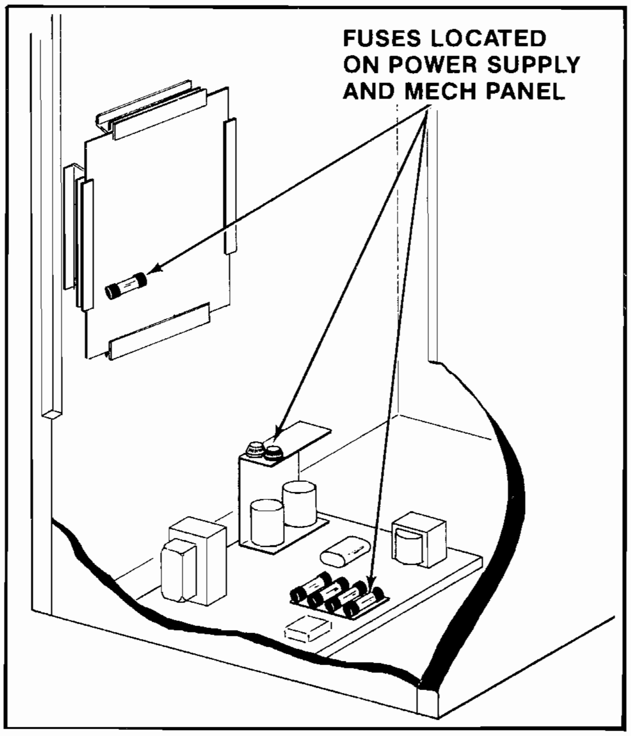


Figure 11 Location of fuses

OPENING THE CONTROL PANEL

1. **UPRIGHT MODEL:** SEE FIGURE 12.
   - The control panel is held in place by two latches, one on the left side and one on the right side of the cabinet.

     They are spring loaded to provide constant positive pressure on their latch plates.

     They can be reached through the coin door **AFTER turning power to the game off.**

     To release the latches, lift up and toward the front center of the control panel.

     Once they are released, unhook them from their latch plates.
   - To remove the control panel:

     Raise it up and tilt it toward you until you can see the cable behind it.

     Cradling the control panel between yourself and the cabinet, disconnect it from its cabling.

     The control panel is now free and can be removed.
   - To reinstall the control panel, reverse this procedure.

2. **MINI MODEL:** SEE FIGURE 13.
   - The control panel is held in place by two latches, one on the right side, and one on the left side of the cabinet.

     They are spring loaded to provide constant positive pressure on their latch plates.

     They can be reached through the coin door **AFTER turning power to the game off.**

     To release the latches, lift up and toward the center of the control panel.

     Once they are released, unhook them from their latch plates.
   - To remove the control panel:

     Raise it up and tilt it toward you until you can see the cable behind it.

     Cradling the control panel between yourself and the cabinet, disconnect it from its cabling.

     The control panel is now free and can be removed.
   - To reinstall the control panel, reverse this procedure.

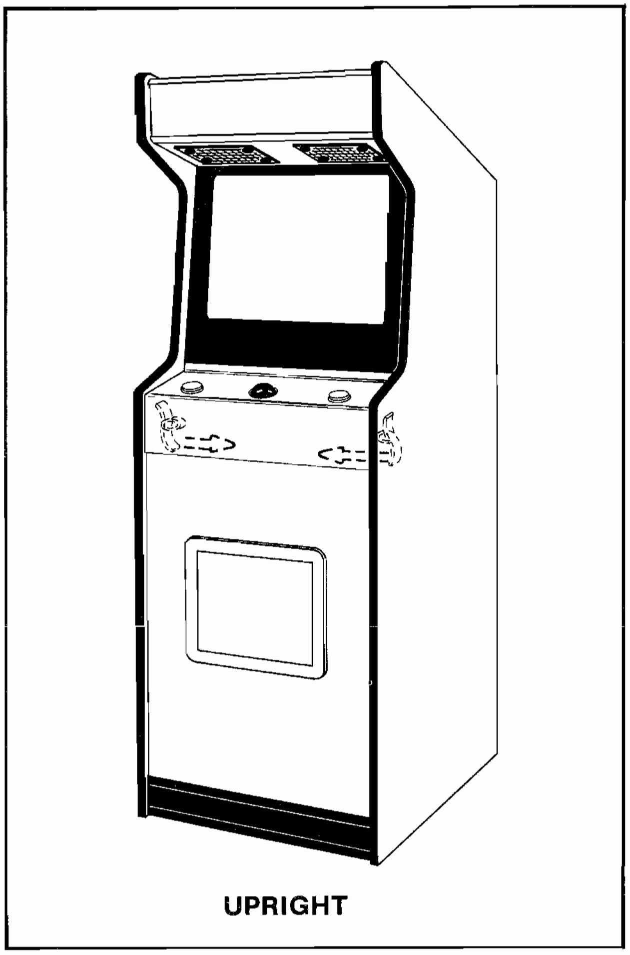


Figure 12 Removing control panel - Upright game

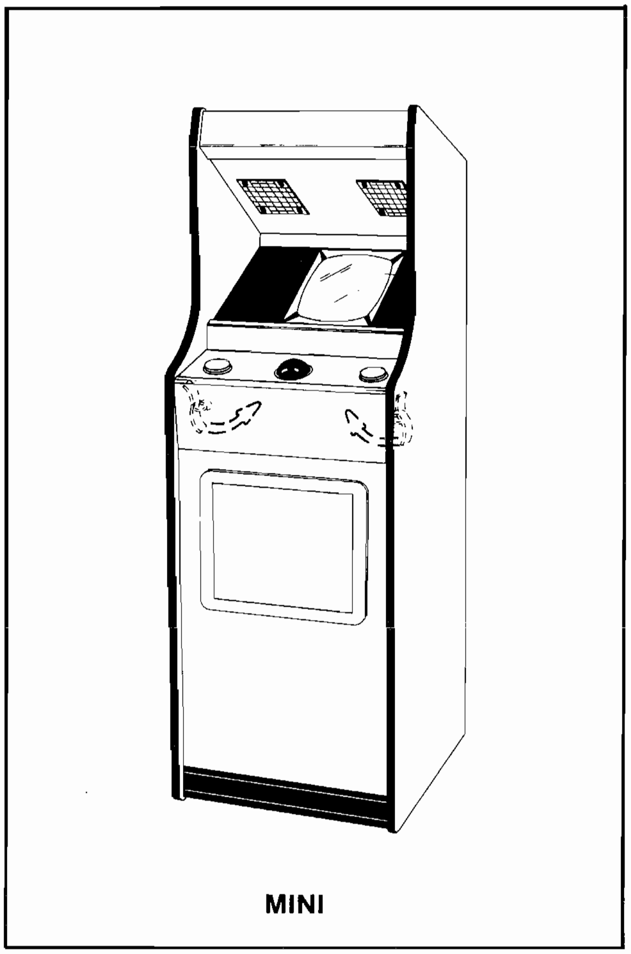


Figure 13 Removing control panel — Mini game

3. **COCKTAIL TABLE MODEL:**

- Each control panel is held in place by several screws, two on the inside of the cabinet and three along the outside bottom edge of the control panel.

  Turn power to the game off.

  Open the coin box door and release the two latches indicated in Figure 14.

CAUTION: The right hand latch is very close to the HIGH VOLTAGE on the monitor. BE CAREFUL!!

Once they're released, unhook them from their latch plates.

Grasp the table top at "A" and open as is indicated in Figure 14.

CAUTION: Due to the weight of the monitor, EXTREME CARE MUST be taken when opening the cabinet.

Remove the screws which secure the control panel in place. See Figure 15.

- To remove the control panel(s):

  Disconnect it from its cabling.

  The control panel is now free and can be removed.
- To reinstall the control panel, reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY:

1. **UPRIGHT MODEL:**

NOTE: In order to do this, the control panel **MUST** be removed first. See the "Upright Model" procedure.

- **Turn the power to the game off** and remove the control panel. This frees the main-display-glass so it can be lifted up.
- Grasp the main-display-glass in the bottom center, lift up slightly and pull it toward you about an inch, let it down just far enough so you can get hold of its top edge with your other hand and lift it out of the game. See Figure 16.
- Remove the screws which secure the T.V. bezel assembly in place.
- The T.V. bezel assembly is now free and can be slid out of the cabinet. See Figure 17.
- To reinstall the T.V. bezel assembly and the main-display-glass, reverse this procedure.

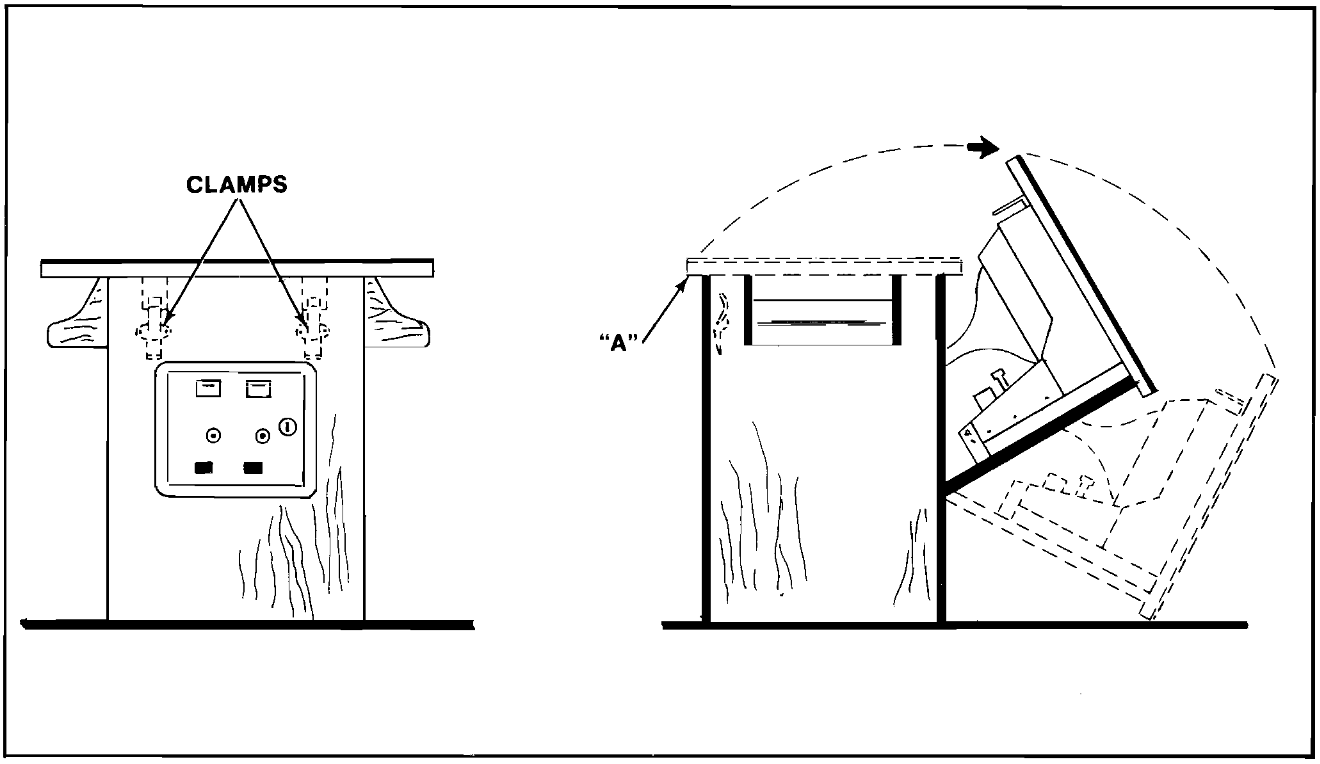


Figure 14 Opening Cocktail game

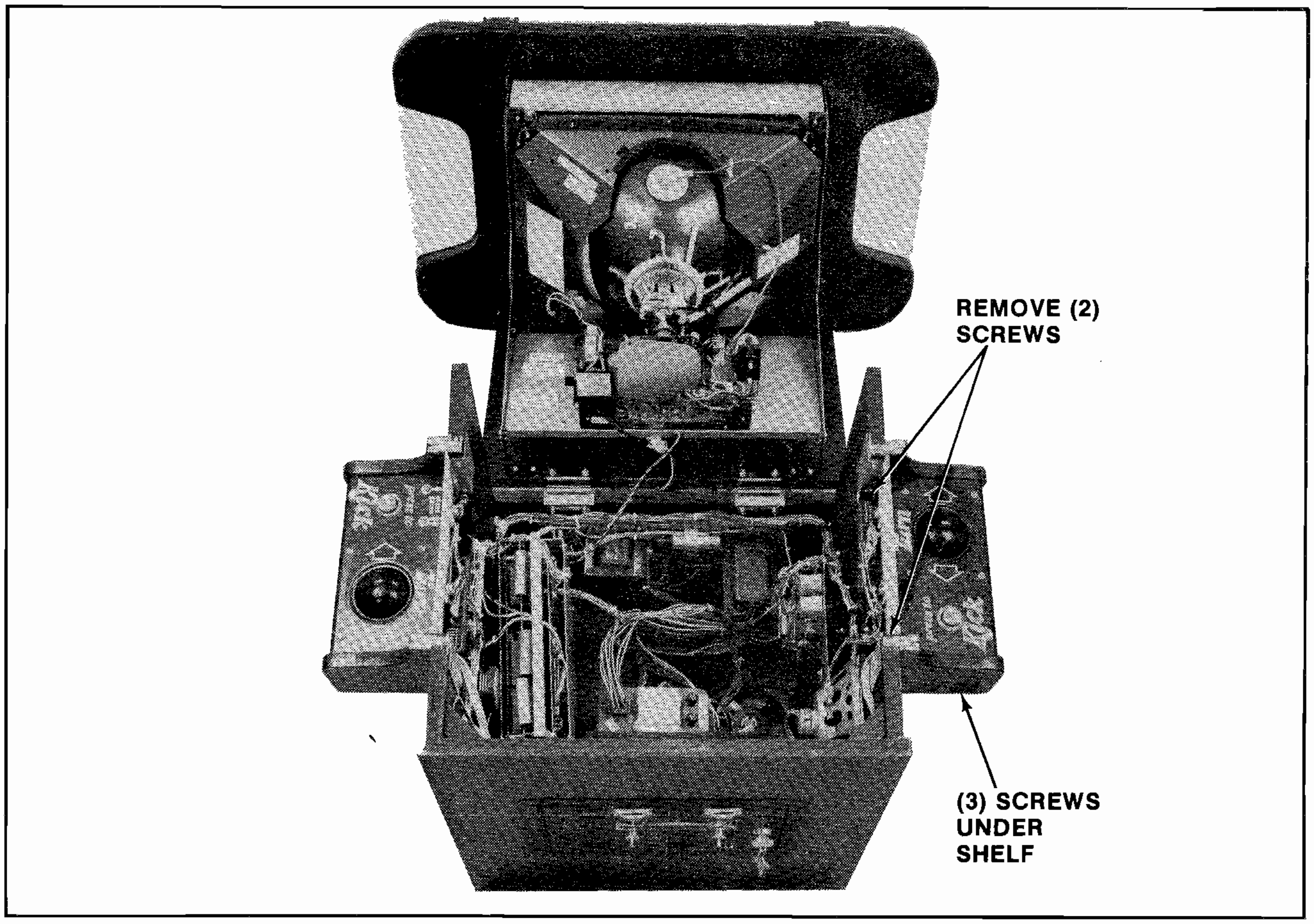


Figure 15 Removing control panel — Cocktail game

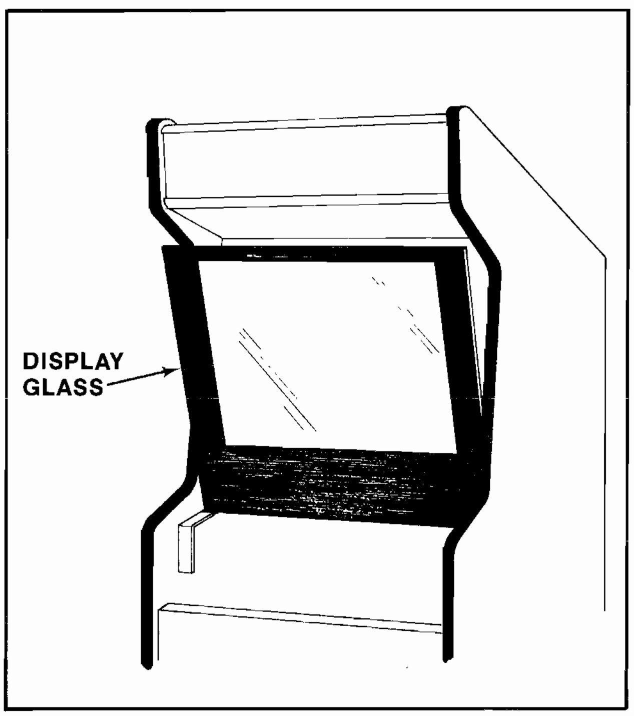


Figure 16 Removing display glass – Upright game

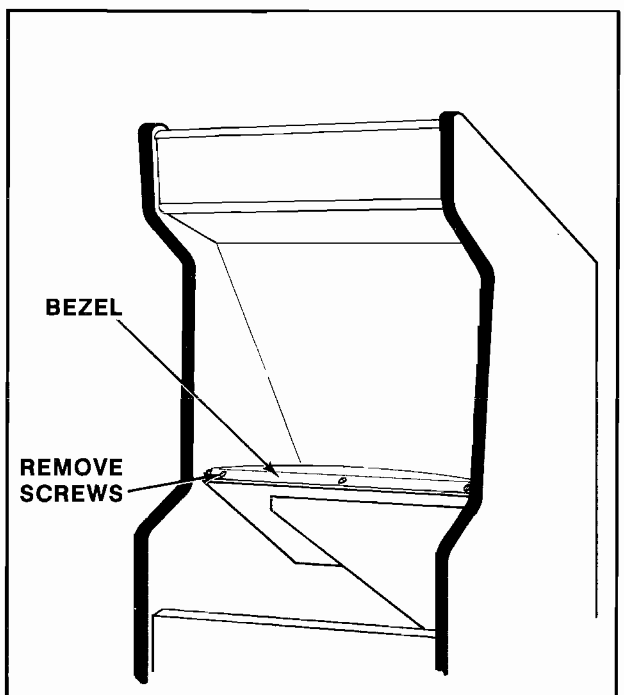


Figure 17 Removing bezel — Upright game

2. MINI MODEL:

NOTE: In order to do this, the control panel **MUST** be removed first. See above "Mini Model" procedure.

- **Turn the power off to the game** and remove the control panel.
- Remove the screws which secure the glass clamping plate. See Figure 18.
- Lift out the glass clamping plate. This frees the main-display-glass so it can be lifted up.
- By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out. See Figure 18.
- Remove the screws which secure the T.V. bezel assembly and lift it out. See Figure 19.

NOTE: Use the hole in the center of the main-display-glass support to grasp it.

- Reverse this procedure to reinstall the T.V. bezel assembly and the main-display-glass.

3. COCKTAIL TABLE MODEL:

NOTE: This may be done with the table top in the closed or the open position. If you decide to open the table top, **TURN THE POWER TO THE GAME OFF FIRST.**

- Remove the screws which secure the table top glass clamps in place.
- Remove the table top glass.
- Lift out the T.V. bezel assembly.
- To reinstall the T.V. bezel assembly and the table top glass, simply reverse this procedure.

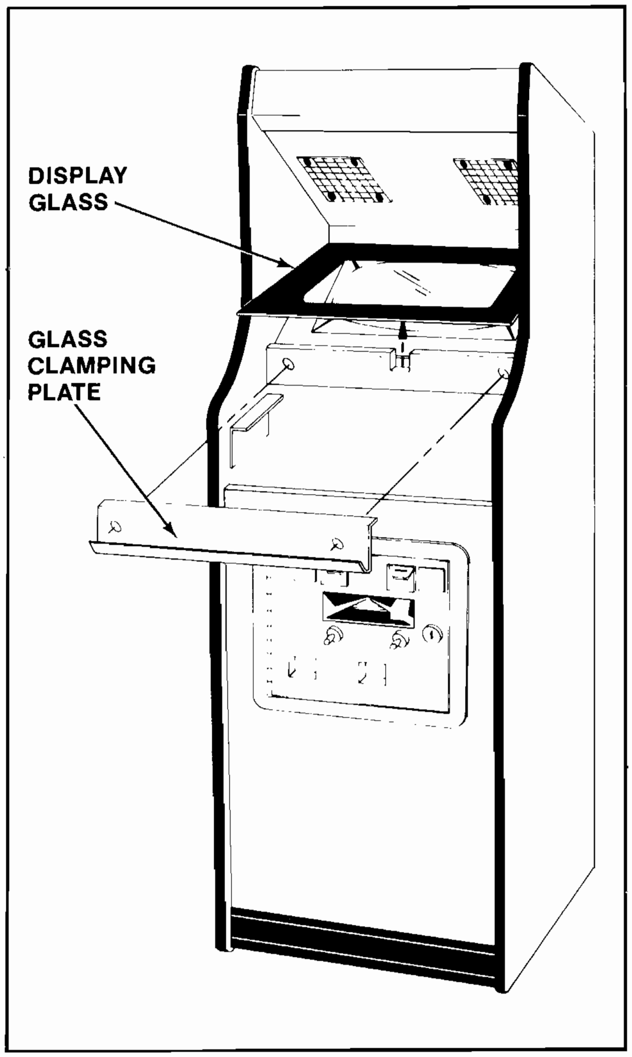


Figure 18 Removing display glass — Mini game

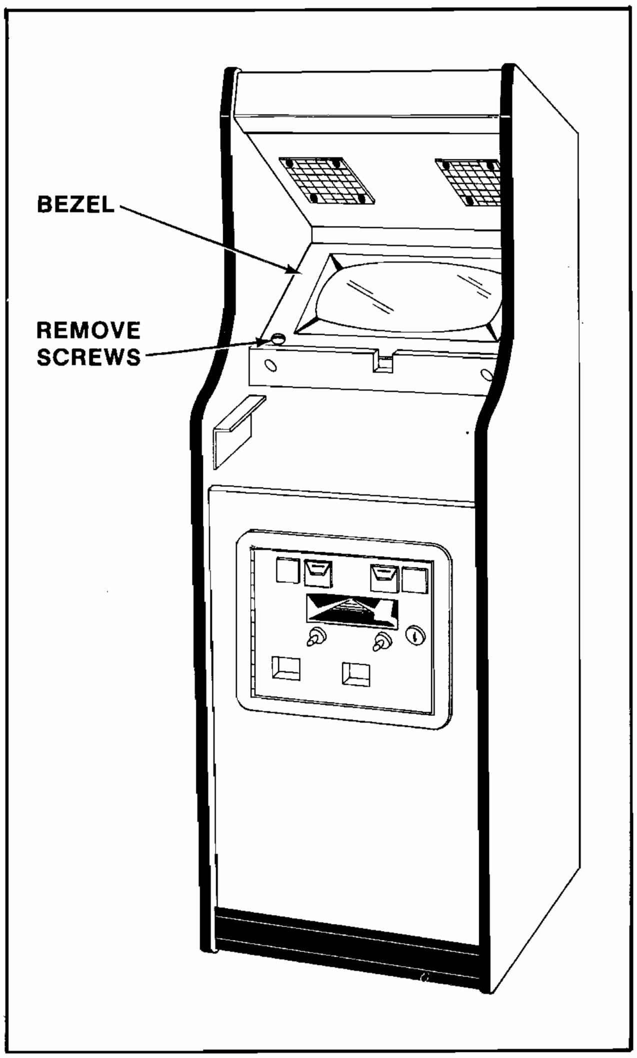


Figure 19 Removing bezel — Mini game

T.V. MONITOR REPLACEMENT:

CAUTION: High voltages may exist in any television unit, even with the power disconnected. Use EXTREME CAUTION and do not touch electrical parts or the T.V. yoke area with your hands or with metal objects held in your hands!
In addition, BE SURE TO USE HEAVY GLOVES when handling the monitor. You could cut your hands on the metal T.V. chassis without such protection.

DANGER: The T.V. monitor DOES NOT contain an isolation transformer on its chassis (it is mounted instead on the floor of the cabinet). When servicing the monitor on a test bench, YOU MUST ISOLATE THE MONITOR FROM AC VOLTAGE WITH AN ISOLATION TRANSFORMER.

1. **UPRIGHT MODEL.** SEE FIGURE 20.
   - **Turn power off to the game.**
   - Open the rear access door.
   - Completely disconnect the T.V. monitor from all its cabling. DON'T FORGET THE CHASSIS GROUND WIRE.
   - Before removing the T.V. monitor, the main-display-glass and bezel must be removed. See above "Upright Model" procedure.
   - With the removal of only four bolts, the T.V. monitor and its mounting board will be loose.
   - The monitor mounting board slides on top of and against two metal guides mounted to the cabinet's right and left sides. The monitor is removed by sliding it out the back of the cabinet.
   - To reinstall the T.V. monitor, reverse this procedure.
   - After replacing the T.V. monitor, be sure to run the game Self-Test.
2. **MINI MODEL:** SEE FIGURE 21.
   - **Turn the power off to the game.**
   - Open the rear access door.
   - Completely disconnect the T.V. monitor from all its cabling. DON'T FORGET THE CHASSIS GROUND WIRE.
   - Before removing the T.V. monitor, the main-display-glass and bezel must be removed. See above "Mini Model" procedure.
   - With the removal of only four bolts, the T.V. monitor will be loose.

CAUTION: BE SURE to support the T.V. monitor from the rear while removing the four bolts so it will not fall out of the cabinet.

   - The monitor is removed by supporting it and pulling straight back. (BE CAREFUL not to hit monitor on its rear support bracket.)
   - To reinstall the T.V. monitor, reverse this procedure.
   - After replacing the T.V. monitor, be sure to run the game Self-Test.

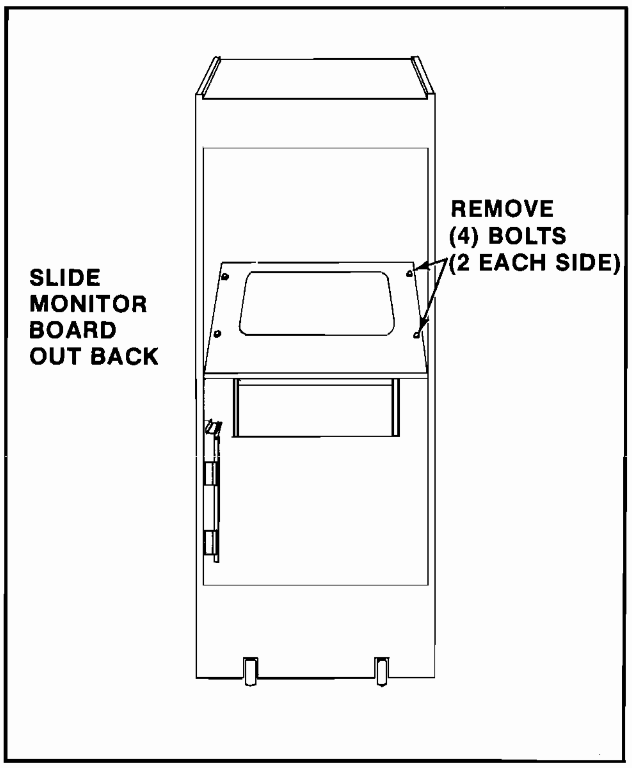


Figure 20 Removing monitor — Upright game

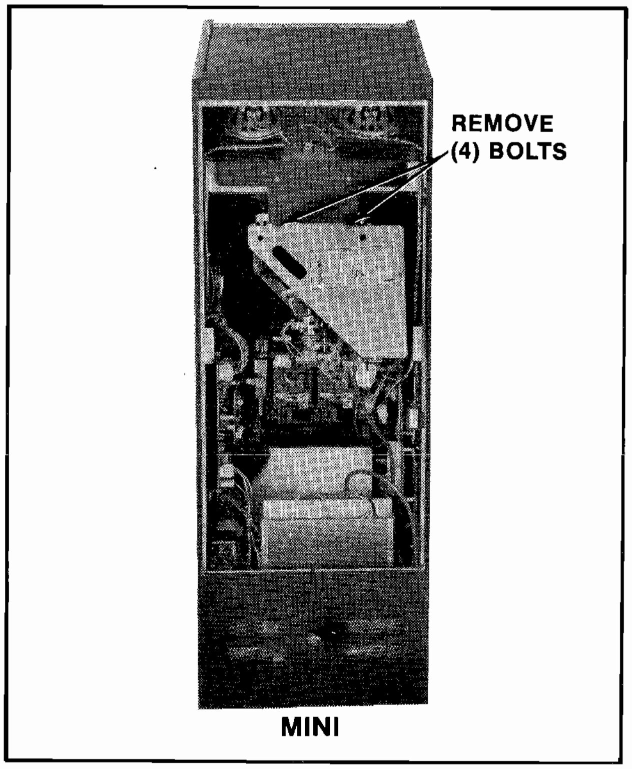


Figure 21 Removing monitor — Mini game

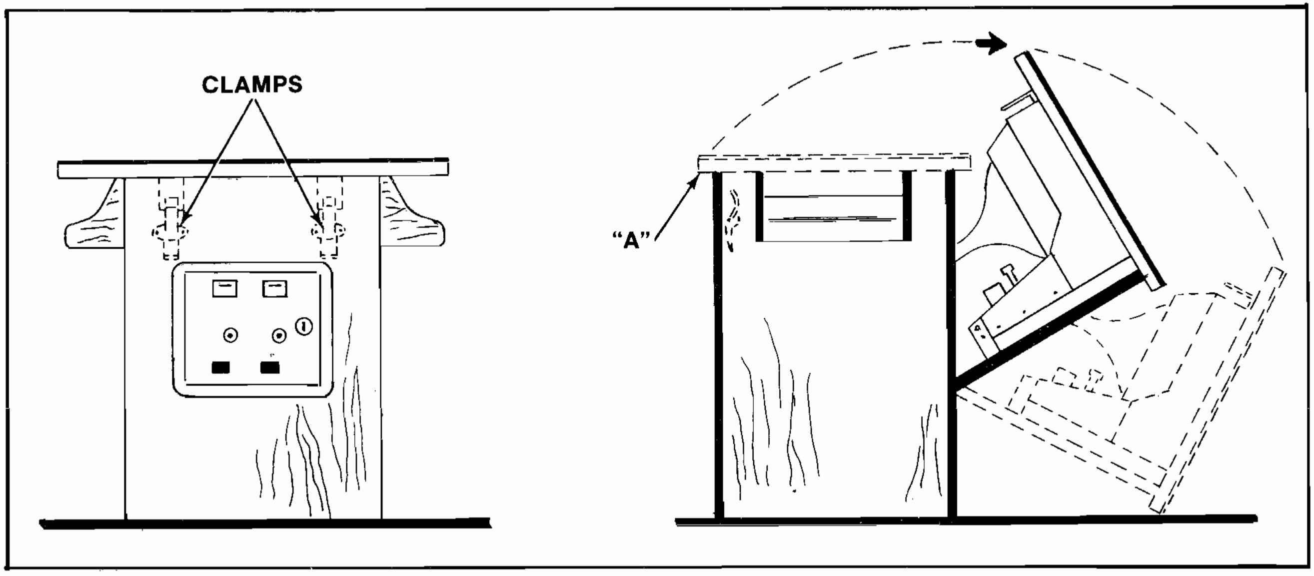


Figure 22 Opening Cocktail game

3. **COCKTAIL MODEL:**
   - **Turn the power off to the game.**
   - Open the coin box door and release the two latches indicated in Figure 22.

CAUTION: The right hand latch is very close to the HIGH VOLTAGE on the monitor. BE CAREFUL!!

Once the latches are released, unhook them from their latch plates.

- Grasp the table top at "A" and open it as indicated in Figure 22.

CAUTION: Due to the weight of the monitor, EXTREME CARE MUST be taken when opening the cabinet.

- Remove the screws which hold the table top glass clamps in place.
- Remove the table top glass.
- Lift out the T.V. bezel assembly.
- Completely disconnect the T.V. monitor from all its cabling. DON'T FORGET THE CHASSIS GROUND WIRE.
- Remove the screws holding the T.V. monitor chassis to the "L" brackets by the door hinge(s). See Figure 23.
- Close the Cocktail Table and re-latch it.
- Remove the screws which secure the T.V. monitor mounting brackets to the edges of the slot cut in the table top. See Figure 23.
- Pry up the end of each monitor mounting bracket with a screwdriver or similar tool until you can grasp them both.
- Lift the T.V. monitor straight up and out of the table top being very careful not to bump the neck of the picture tube.
- To reinstall the T.V. monitor assembly reverse this procedure.

  Be sure to check the clearance of the "L" brackets BEFORE setting the monitor into the table top.
- After replacing the T.V. monitor, be sure to run the game Self-Test.

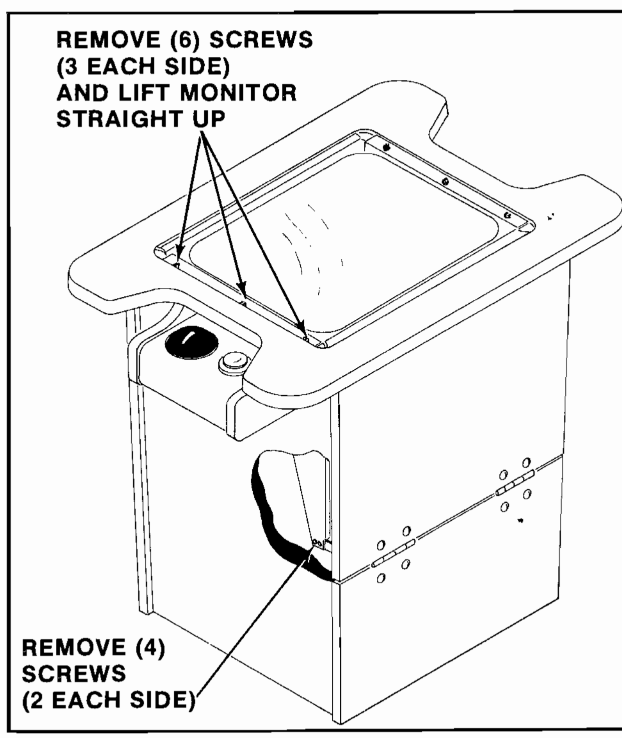


Figure 23 Removing monitor — Cocktail game

PRINTED CIRCUIT BOARD (P.C.B.) REPLACEMENT:

1. **UPRIGHT MODEL.** SEE FIGURE 24.
   - **Turn the power to the game off.**
   - Unlock and open the rear access door.
   - Disconnect all cabling from the P.C. boards and lift them out of their card rack.
   - Disconnect the linear power supply board from all its cabling, remove the P.C.B. supports indicated in Figure 24, and slide the linear power supply board out the back of the cabinet.
   - To reinstall the above P.C.B.'s, reverse this procedure.

NOTE: P.C.B.'s are all keyed and will **ONLY** fit into their connectors one way without forcing them. The plugs on the cable harness which connect it to the P.C.B.'s are also keyed and will **ONLY** go onto their connectors one way without forcing them.

2. **MINI MODEL.** SEE FIGURE 24.
   - **Turn the power off to the game.**
   - Unlock and open the rear access door.
   - Disconnect all cabling from the P.C. boards and lift them out of their card rack.
   - Disconnect the linear power supply board from all its cabling, remove the P.C.B. supports indicated in Figure 24, and slide the linear power supply board out the back of the cabinet.
   - To reinstall the above P.C.B.'s, reverse this procedure.

3. **COCKTAIL TABLE MODEL.** SEE FIGURE 24.
   - **Turn the power off to the game.**
   - Open the cabinet:

     Open the coin box door and release the two latches indicated in Figure 22.

CAUTION: The right hand latch is very close to the HIGH VOLTAGE on the monitor. BE CAREFUL!!

Once they're released, unhook them from their latch plates.

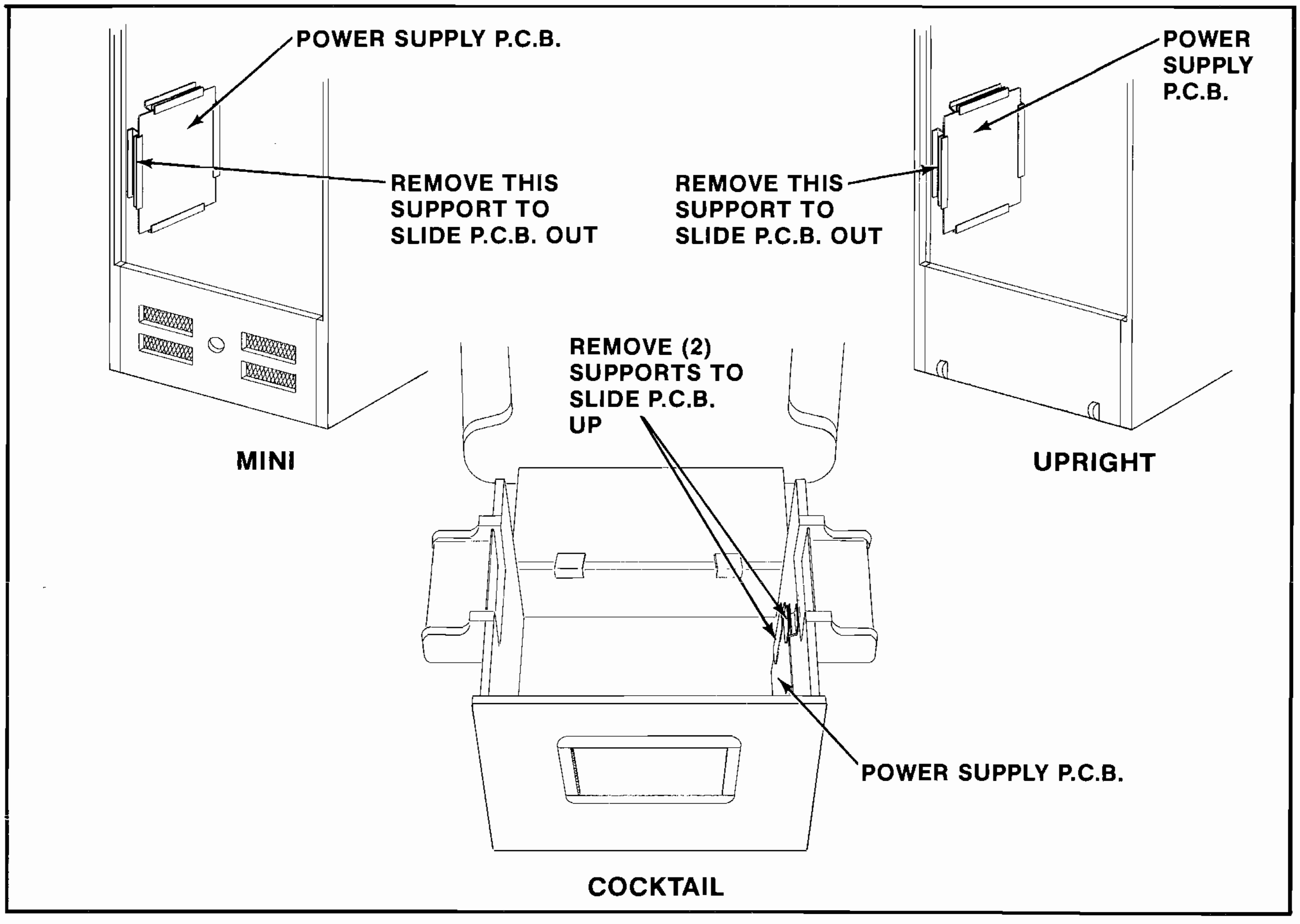


Figure 24 Replacing power supply P.C.B. — All versions

- Grasp the table top at "A" and open it as indicated in Figure 22.

CAUTION: Due to the weight of the monitor, EXTREME CARE MUST be taken when opening the cabinet.

- Remove the linear power supply board. See Figure 24.

  Disconnect it from all its cabling.

  Remove the two smallest P.C.B. supports.

  Once these are removed, the linear power supply can be lifted out the top of the cabinet.

  To reinstall the linear power supply board, reverse this procedure.
- To remove the P.C. boards from the card rack. See Figure 25.

  Disconnect them from ALL their cabling.

  The P.C. boards are now free and can be slid from their rack.

  To reinstall the P.C. boards, reverse this procedure.

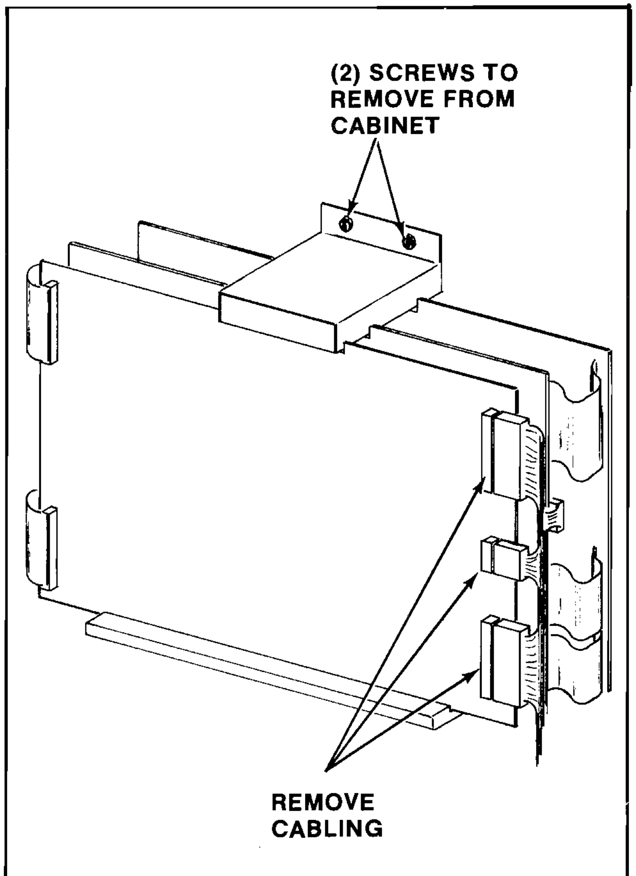


Figure 25 Replacing card rack P.C.B.'s — All versions

OPENING THE ATTRACTION PANEL:

1. UPRIGHT MODEL:

- **Turn the power to the game off.**
- Opening the attraction panel:

  Remove the screws which secure the top bracket in place. (They are on its top side.) See Figure 26.

  Remove the top bracket and slide up the attraction panel. This exposes the attraction panel fluorescent light tube and its mounting bracket assembly.

  To reinstall the attraction panel, reverse this procedure.
- The fluorescent light tube may be replaced at this time. BE CAREFUL NOT TO DROP IT.

WARNING: If you drop a fluorescent tube and it breaks, IT WILL IMPLODE! Shattered glass can fly six (6) feet or more from the implosion. Use care when replacing any fluorescent tube.

- Replacing the fluorescent tube starter. See Figure 27.

  Be sure the power to the game has been turned off.

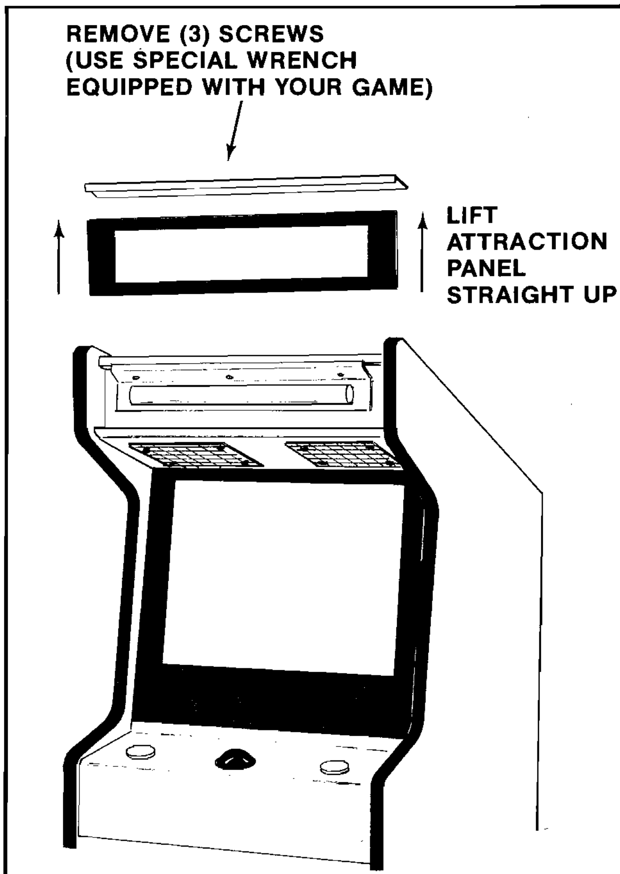


Figure 26 Removing attraction panel — Upright game

Grasp the starter (it is on the back of the mounting bracket), give it a quarter turn, and remove it from its socket.

To replace the fluorescent light tube starter, reverse this procedure.

- Replacement of the fluorescent tube mounting bracket assembly. See Figure 28.

Be sure the power is off to the game.

Disconnect it from its power cable.

Remove the screws at its right and left hand sides which secure it and gently slide it out the front of the cabinet, being careful not to catch it's power cable on anything.

To reinstall the fluorescent tube mounting bracket assembly, reverse this procedure.

- Replacing the speaker. See Figure 29.

Be sure the power is off to the game.

Remove the attraction panel and disconnect the speaker from it's cabling.

Remove the nuts and bolts which secure the speaker and speaker grill in place and set them and the speaker grill aside.

Once the bolts which secure the speaker in place are removed, the speaker may be removed through the opening where the attraction panel was.

Reverse this procedure to reinstall the speaker.

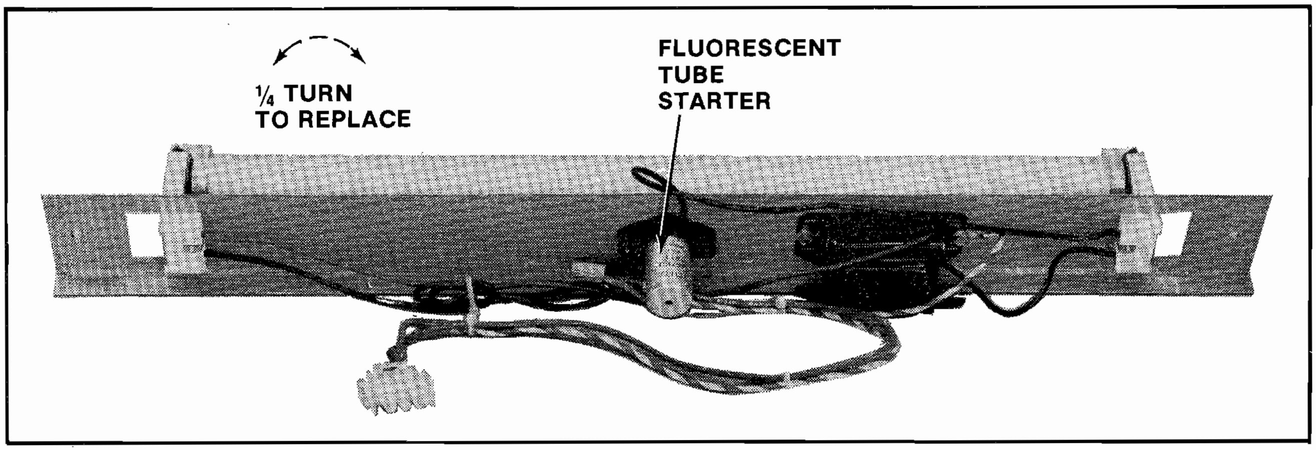


Figure 27 Replacing fluorescent starter — Upright game

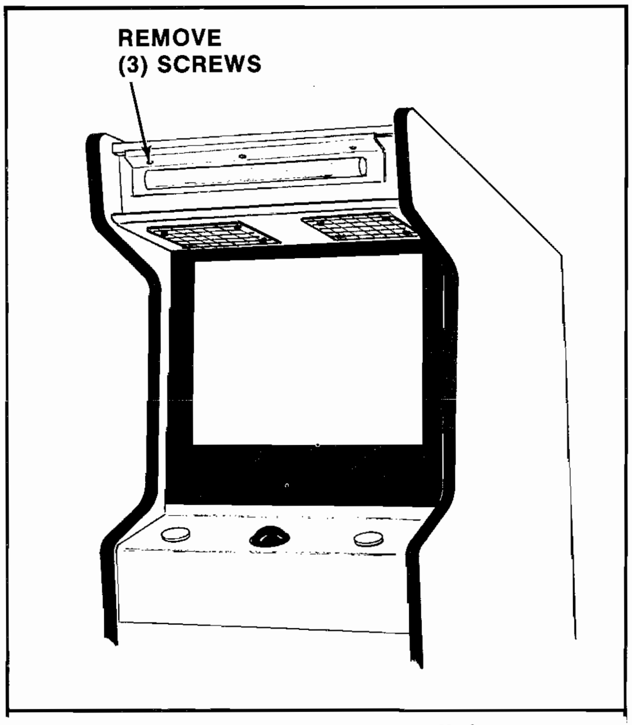


Figure 28 Replacing fluorescent light mounting bracket — Upright game

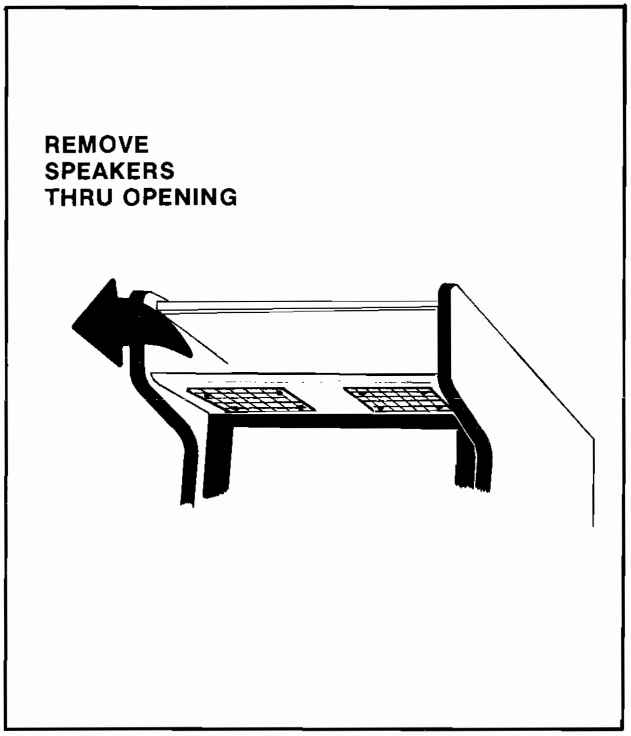


Figure 29 Replacing speaker — Upright game

2. **MINI MODEL.** SEE FIGURE 30.

- **Turn the power off to the game.**
- Remove the screws from the top and bottom of the formed attraction panel.
- Remove the formed attraction panel by pulling it straight away from the cabinet. This exposes the attraction panel light bulbs and their mounting board.
- To service the light bulbs and their mounting board:

  Turn the power to the game back on so you can see which bulbs are burnt out.

  Mark the burnt out bulbs and turn the power to the game back off again.

  To replace the burnt out bulbs, grasp them gently and pull straight out.

  The new bulbs are gently pushed into the empty sockets.
- To completely replace the light bulb mounting board:

  Open the cabinet rear access door and unplug the mounting board from its power cable.

  Remove the screws that hold the mounting board to the cabinet.

  Gently slide the mounting board out the front of the cabinet being careful not to catch its cable on anything.

  To reinstall the above removed items, reverse this procedure.
- To replace the speaker. See Figure 31.

  Be sure the power is off to the game.

  Disconnect the speaker from its cabling.

  Remove the nuts and bolts securing the speaker.

  Slide the speaker out through the rear access door.

  To reinstall the speaker, simply reverse this procedure.

3. **THE COCKTAIL TABLE MODEL HAS NO BACK-LIT ATTRACTION PANEL.**

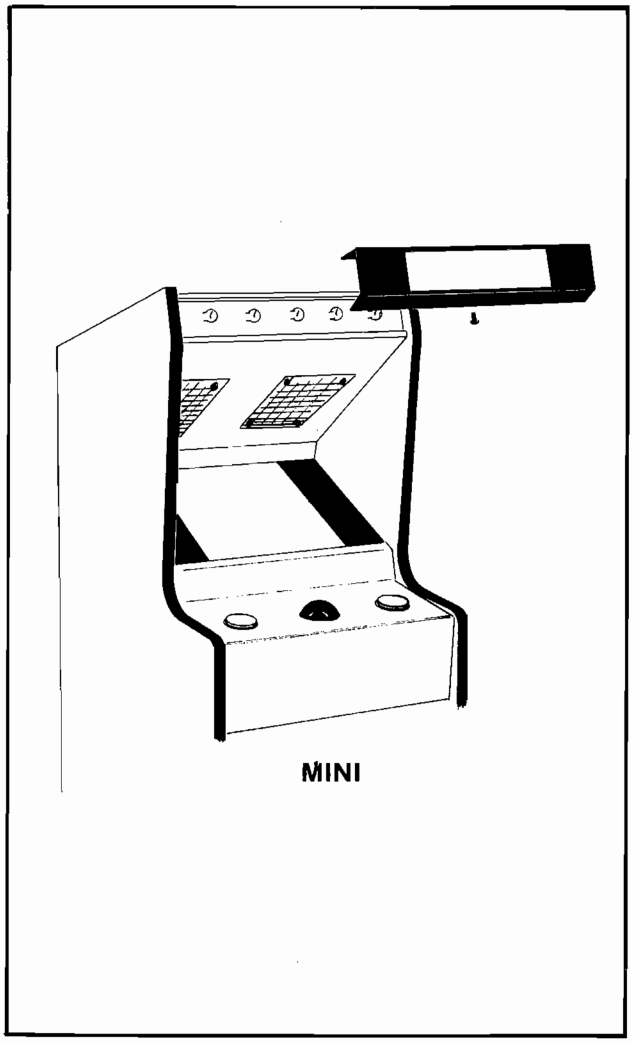


Figure 30 Removing attraction panel — Mini game

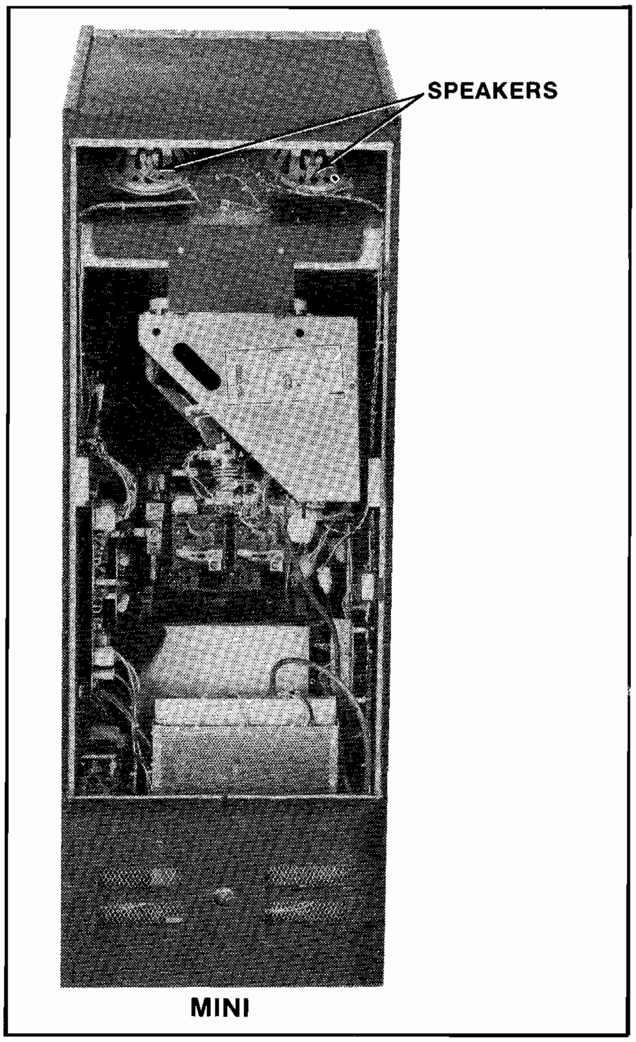


Figure 31 Replacing speaker — Mini game

COIN DOOR MAINTENANCE:

METAL COIN ACCEPTOR MECHANISMS

Periodically, the metal coin acceptor mechanism(s) must be removed from the coin door and cleaned.

1. **Make sure the power to the game is off.**
2. Unlock and open the coin door.
3. Remove the coin acceptor mechanism as shown in Figure 32.
   - Push down on the two spring loaded latches.
   - While holding the latches down, pull the top of the coin acceptor mechanism toward you.
   - Release the latches and lift out the coin acceptor mechanism.
4. Clean the magnet of all foreign particles. See Figure 33.
   - This may be accomplished by swinging the gate open as shown in the above figure.
5. Remove the cradles and undersize levers and clean the bushings. (A pipe cleaner makes a good bushing cleaner.)
   - Also clean the pivot pin.
6. Whenever needed, the coin acceptor should be cleaned with hot water and cleanser in the following manner:
   - Place the coin acceptor in boiling water for about ten minutes.

CAUTION: BE CAREFUL NOT TO BURN YOURSELF.

- Next, use a brush and kitchen cleaner to remove all remaining foreign matter from the unit.

  Rinse the coin acceptor in clean boiling water.

  Dry the coin acceptor thoroughly by using filtered compressed air to blow it dry.

NOTE: The reason we recommend using boiling water is that it evaporates faster than cold water and speeds drying time.

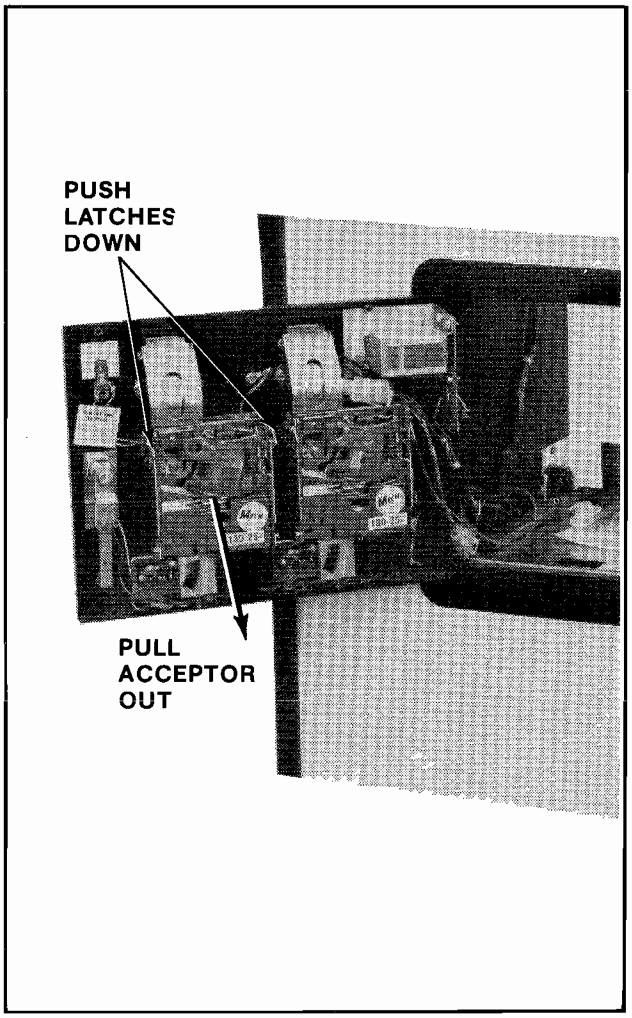


Figure 32 Removing coin acceptor

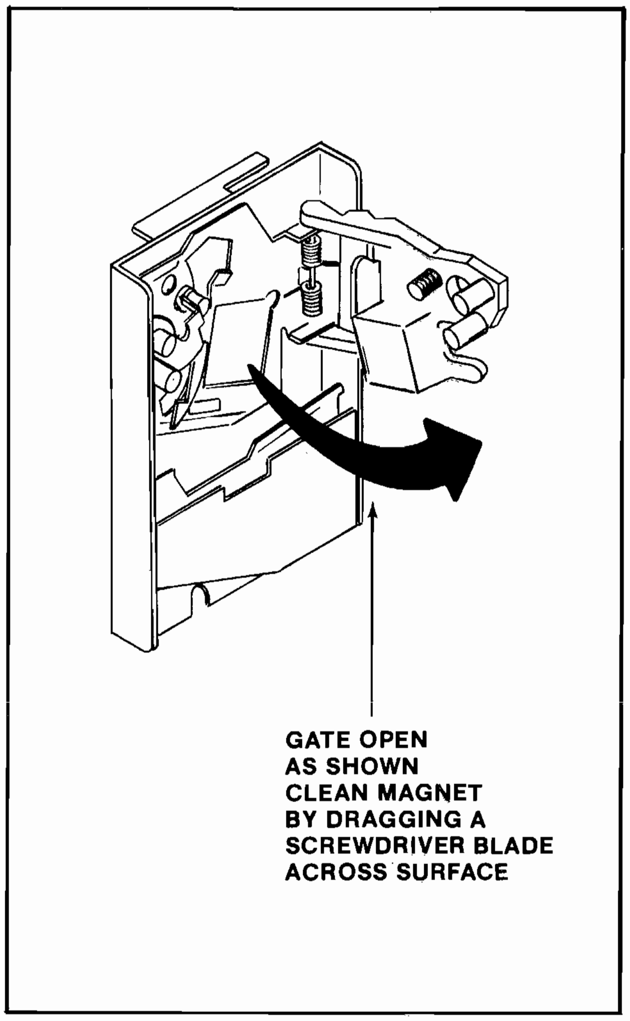


Figure 33 Opening the metal coin acceptor

7. To lubricate the coin acceptor:
   - Use **ONLY** powdered graphite and put it **ONLY** on the moving parts of the coin acceptor. These parts are called out in Figure 34.
   - Be extremely careful to keep the powered graphite away from paths that are traveled by the coins.

WARNING
DO NOT USE OIL TO LUBRICATE THE COIN ACCEPTOR.

8. Check the coin chute for obstructions such as: paper, gum, etc.
9. Reinstall the coin acceptor to the coin door. See Figure 35.
   - Place the two pegs at the coin acceptor's base into their retaining slots.
   - Now push the top of the coin acceptor toward the coin door until it snaps in place and is held there by the two spring loaded latches.
10. Close and lock the coin door.

PLASTIC COIN ACCEPTOR MECHANISMS

The plastic coin acceptor mechanism(s) must be removed periodically from the coin door and cleaned.

1. **Make sure the power to the game is off.**
2. Unlock and open the coin door.
3. Remove the coin acceptor mechanism(s) as shown in Figure 32.
   - Push down on the two spring loaded latches.
   - While holding the latches down, pull the top of the acceptor mechanism toward you.
   - Release the latches and lift out the mechanism.
4. Squeeze the two pins indicated in Figure 36 together to open the mechanism and break it down into its three basic parts.
   - Clean the mechanism in hot soapy water. It never rusts.
   - Rinse the mechanism in clean hot water and allow it to dry.
   - Reassemble the mechanism (it never needs lubrication).

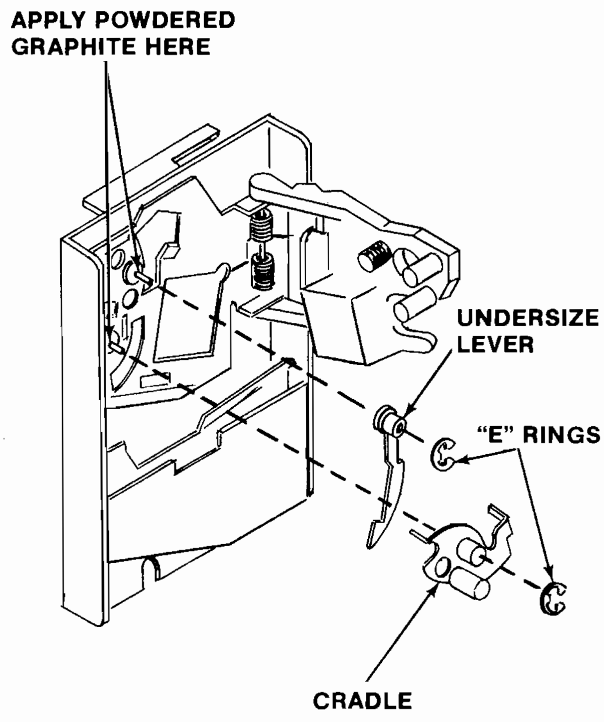


Figure 34 Lubricating the metal coin acceptor

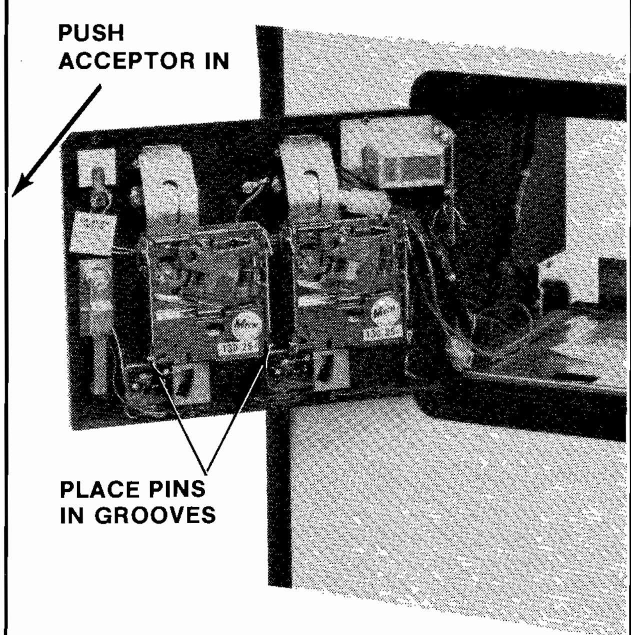


Figure 35 Reinstalling coin acceptor

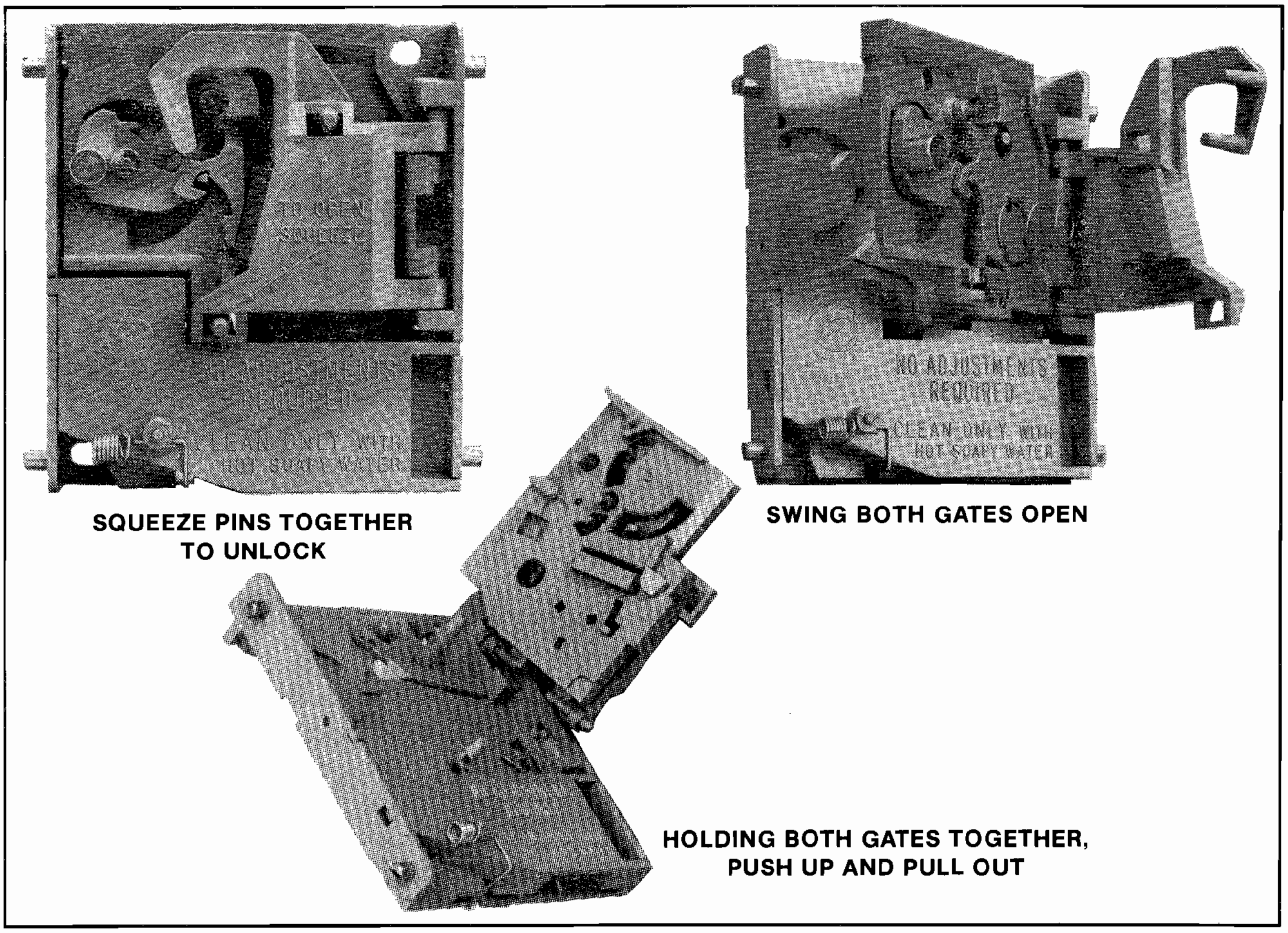


Figure 36 Opening the plastic coin acceptor

5. Check the coin chute for obstructions such as: paper, gum, etc.
6. Reinstall the coin acceptor to the coin door. See Figure 35.
   - Place the two pegs at the coin acceptor's base into their retaining slots.
   - Now push the top of the coin acceptor toward the coin door until it snaps in place and is held there by the two spring loaded latches.
7. Close and lock coin door.

NOTE: See Figure 37 for instructions on how to set the plastic coin acceptor mechanisms to either accept or reject Canadian quarters.

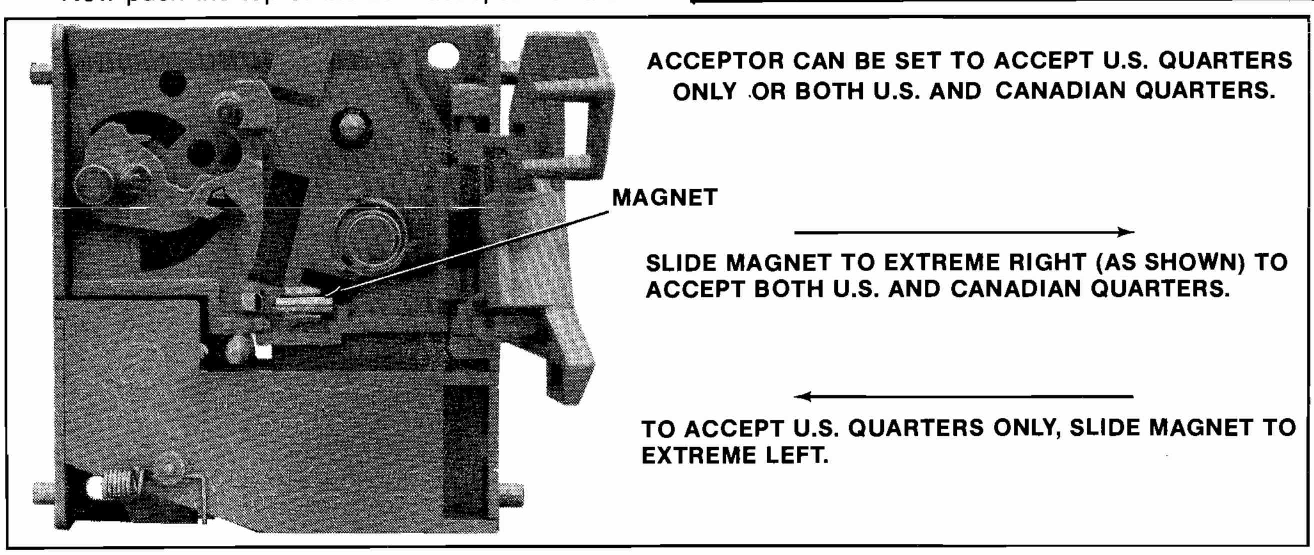
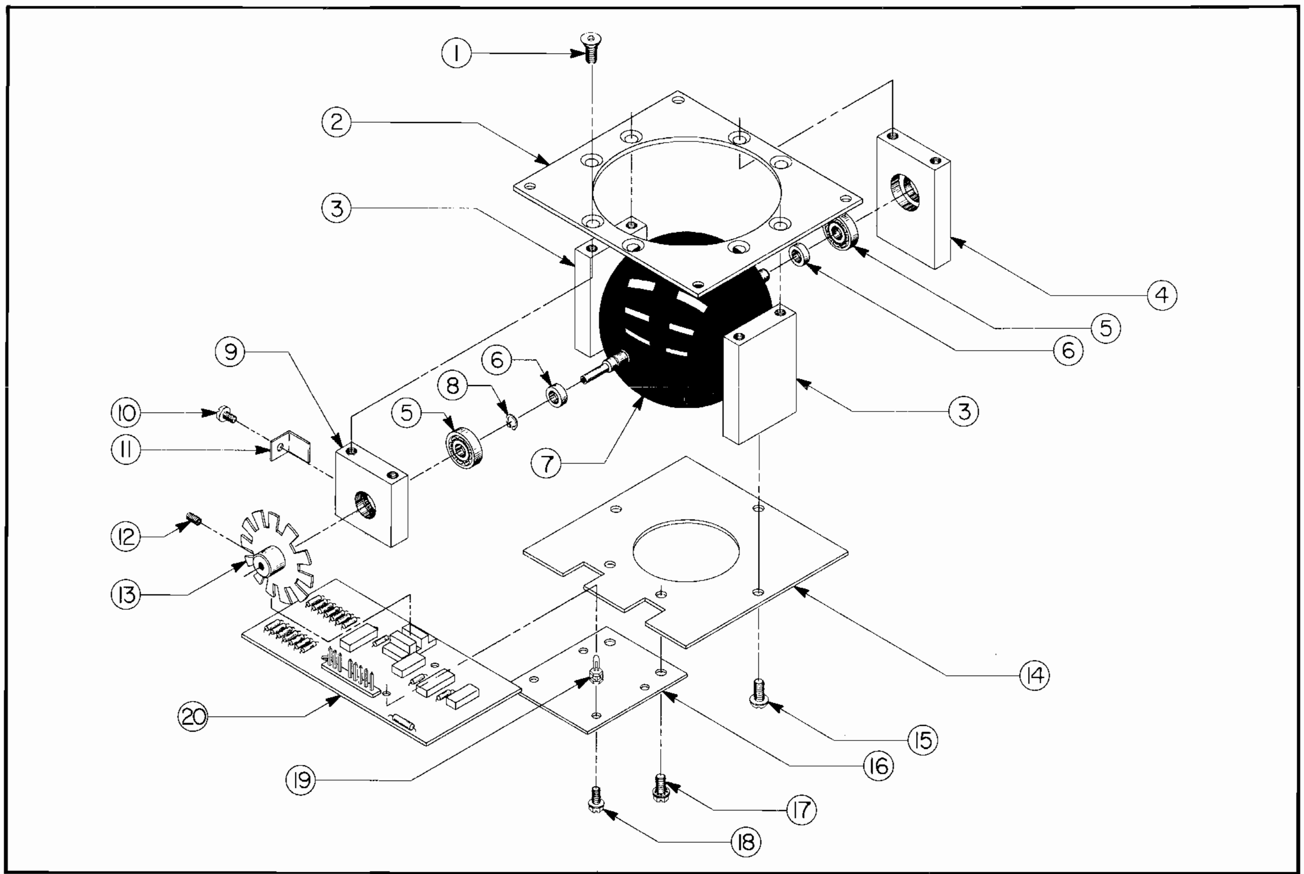


Figure 37 Changing the plastic coin acceptor to accept American or Canadian quarters

IV Illustrated Parts Breakdown

KICK-MAN — ALL VERSIONS — BALL CONTROL ASSEMBLY

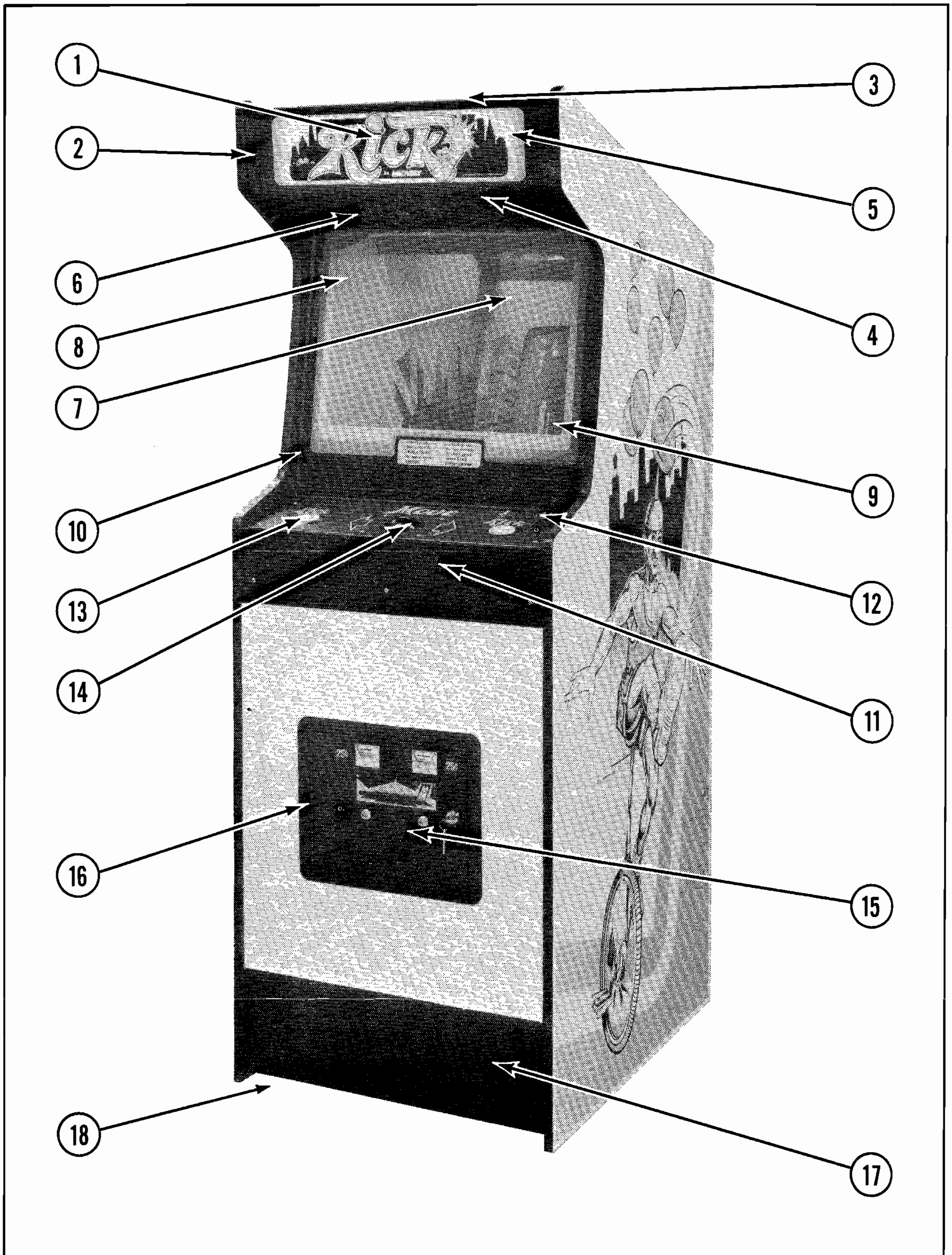


KICK-MAN — ALL VERSIONS — BALL CONTROL ASSEMBLY — PARTS LIST

ORDER BY PART NUMBER ***ONLY***

ITEM	PART NO.	DESCRIPTION
1	0017-00101-0120	#10-24 x 1/2 FLAT HD. M.S. (8 REQ'D.)
2	0515-00100-0000	TOP PLATE
3	0515-00703-0000	SIDE POST (2 REQ'D.)
4	0515-00702-0000	POST
5	0017-00006-0080	ROLLER BEARING (2 REQ'D.)
6	0515-00705-0000	SPACER (2 REQ'D.)
7	A515-00013-0000	BALL & SHAFT ASSY.
8	0017-00100-0114	1/4" RETAINING RING
9	0515-00701-0000	SHORT POST
10	0017-00101-0593	#8-32 x 1/4 SLT. PAN HD. EXT. M.S.
11	0515-00101-0000	BEARING RETAINER
12	0017-00101-0302	#6-32 x 3/16 SET SCREW (2 REQ'D.)
13	A643-00010-0000	BUSH & DISC. ASSY.
14	0515-00103-0000	BOTTOM PLATE
15	0017-00101-0119	#10-24 x 1/2 BUT. HEX HD. M.S. (3 REQ'D.)
16	0515-00102-0000	P.C. MTG. PLATE
17	0017-00101-0599	#8-32 x 5/16 SLT. HEX HD. SCR. W/SEMS (2 REQ'D.)
18	0017-00101-0099	#6 x 1/4 SLT. HEX HD. SCR. (4 REQ'D.)
19	0017-00007-0143	1/4 SPACER (4 REQ'D.)
20	A082-91391-C000	BINARY ANGLE DECODER P.C. ASSY.

NO. 968 — KICK-MAN UPRIGHT — FRONT

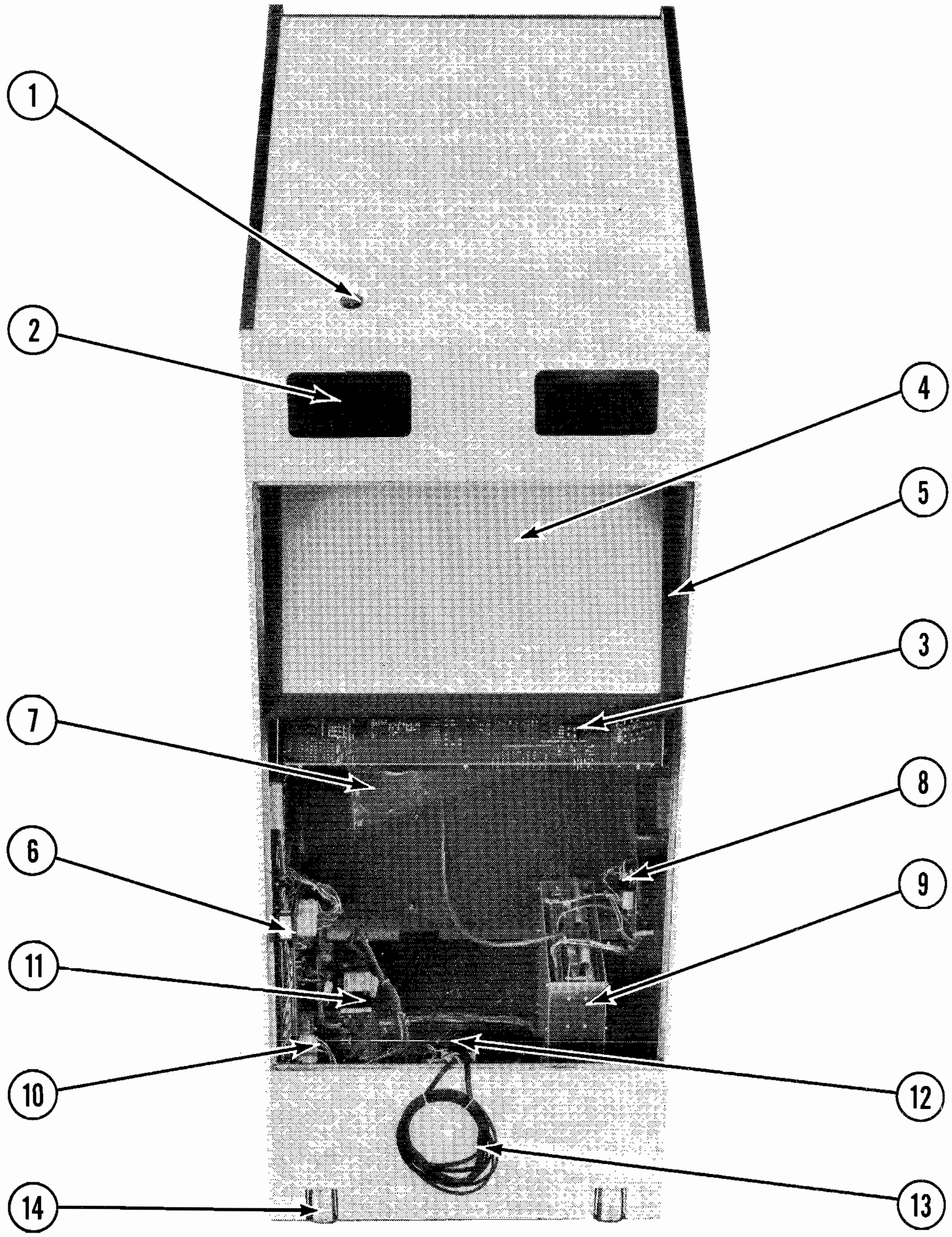


NO. 968 — KICK-MAN UPRIGHT — FRONT — PARTS LIST

ORDER BY PART NUMBER ***ONLY***

ITEM	PART NO.	DESCRIPTION
1	0968-00904-00XF	UPPER DISPLAY PLEXI — 22-13/16" x 5-31/32" x 3/16"
2	0537-00903-0044	GLASS CHANNEL — 5" LG. (2 REQ'D.)
3	0968-00102-00XF	GLASS RETAINER BRKT. — UPPER
4	0968-00106-00XF	GLASS RETAINER BRKT. — BOTTOM
	0017-00101-0138	#8 x 5/8 TORX TAMPER RESISTANT BLK. SCR. (6 REQ'D.)
	0017-00009-0522	LONG ARM KEY T-20 (FOR ABOVE SCREW)
5	A595-00011-0000	HEADER LIGHT ASSY.
6	0017-00009-0393	BLACK SPEAKER GRILLE W/SLOTS (2 REQ'D.)
	0017-00003-0430	6" x 9" SPEAKER 4 OHM, 10W. (2 REQ'D.)
	0017-00101-0127	#8-32 x 1-1/2 CARRIAGE BOLT (8 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
7	0968-00901-0000	MIRROR — 22-13/16" x 24-1/8" x 3/16"
8	0968-00908-0200	SIDE SCENERY CARD — LEFT
	0968-00908-0100	SIDE SCENERY CARD — RIGHT (NOT SEEN)
9	0968-00900-00XF	MAIN VIEWING GLASS — 22-13/16" x 21-5/16" x 3/16"
10	0537-00903-0049	GLASS CHANNEL — 17-3/4" LG. (2 REQ'D.)
	0629-00902-0800	GLASS LIFT CHANNEL — 20" LG.
11	0968-00122-00XF	CONTROL PLATE
	0017-00101-0620	#8-32 x 1/2 CARRIAGE BOLT (8 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
	0961-00115-00XF	STRIKE (2 REQ'D.)
	0017-00009-0033	LATCH CLAMP (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT HEX HD. M.S. (8 REQ'D.)
	0555-00901-0000	PLASTIC LOCATING PIN (8 REQ'D.)
	0550-00101-0100	CONTROL SHELF MTG. BRKT. — RIGHT
	0550-00101-0200	CONTROL SHELF MTG. BRKT. — LEFT
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (8 REQ'D.)
12	0017-00032-0051	RED BUTTON SWITCH W/HARDWARE (2 REQ'D.)
13	0017-00032-0100	ILLUMINATED P.B. SWITCH — AMBER (2 REQ'D.)
14	A515-00014-0000	CONTROL ASSY.
15	A090-00300-08BK	U.S.A. 25¢ COIN DOOR ASSY.
	A968-00017-0000	COIN DOOR CABLE ASSY.
16	0090-00002-04BK	LARGE COIN DOOR FRAME
	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.) (MOUNTS COIN DOOR TO FRAME)
17	0935-00906-0200	KICK PLATE — 22-7/8" LG.
18	0017-00102-0048	3/8-16 x 2" LEG LEVELERS (4 REQ'D.)
	0017-00103-0026	3/8-16 LEG LEVELER HEX NUTS (4 REQ'D.)

NO. 968 — KICK-MAN UPRIGHT — REAR ACCESS

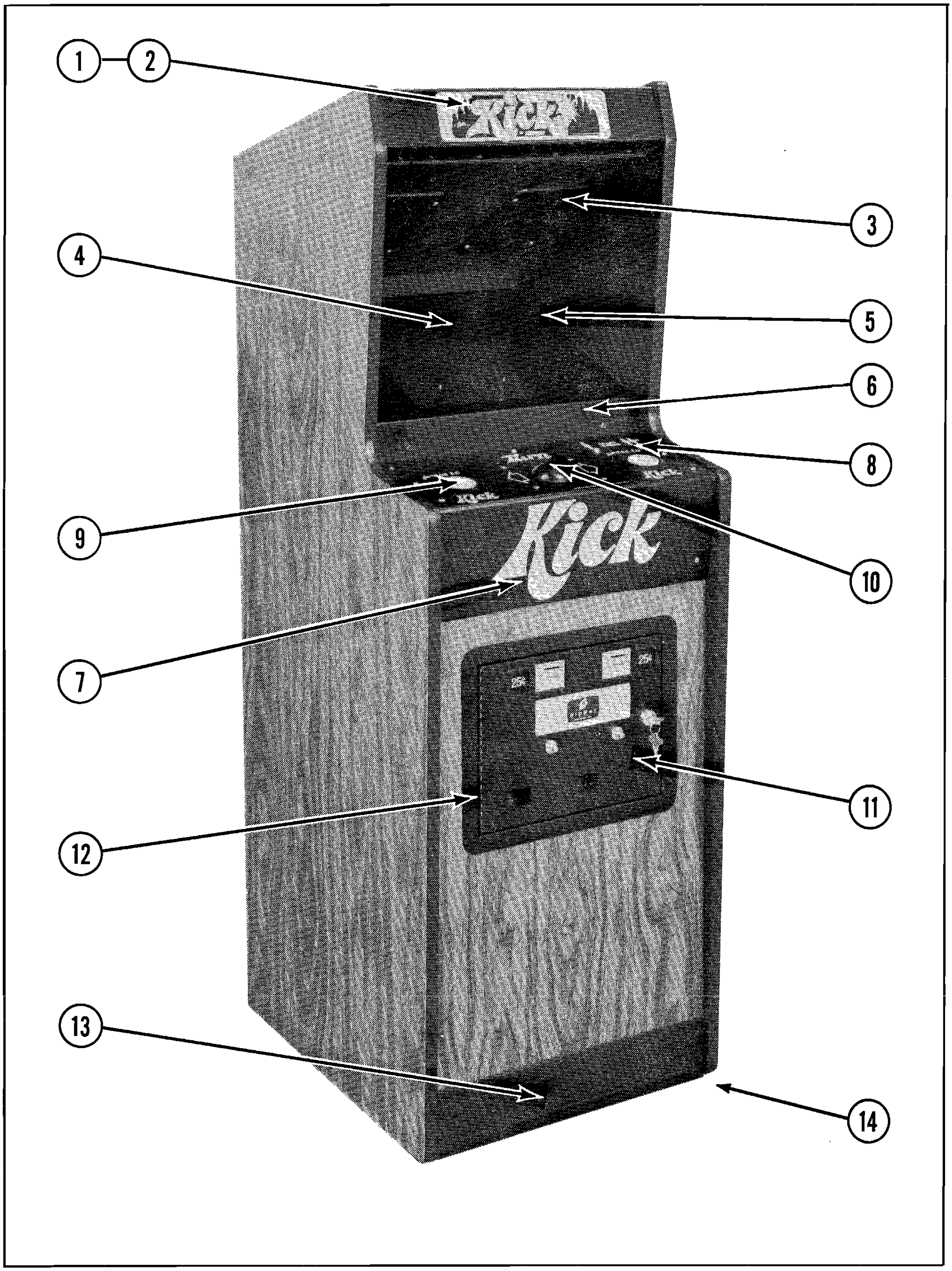


NO. 968 — KICK-MAN UPRIGHT — REAR ACCESS — PARTS LIST

*ORDER BY PART NUMBER **ONLY***

ITEM	PART NO.	DESCRIPTION
1	A088-00013-0000	ON-OFF SWITCH & BRKT. ASSY.
2	0894-00913-0000	RECESSED HAND LIFT (2 REQ'D.)
	0017-00101-0138	#8 x 5/8 TORX TAMPER RESISTANT SCR. (12 REQ'D.)
3	0968-00906-0000	MONITOR MASK
4	0968-00901-0000	MIRROR — 22-13/16" x 24-1/8" x 3/16"
5	0968-00503-0000	MIRROR LOCKING CLEAT (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (4 REQ'D.)
6	A088-00015-0000	INTERLOCK SWITCH & BRKT. ASSY.
7	0017-00003-0339	ELECTROHOME — 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR (OR)
7	0017-00003-0401	WELLS-GARDNER — 19" COLOR DUAL SYNC HORIZ. MTG. MONITOR
	A968-00006-0000	MONITOR SUPPORT RAIL ASSY. (2 REQ'D.)
	0017-00102-0012	1/4-20 x 1-1/4 UNSLOT. HEX FLAT HD. BOLT (8 REQ'D.)
	0017-00104-0014	7/8 DISH WASHER (8 REQ'D.)
	0017-00103-0018	1/4-20 HEX NUT (8 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (8 REQ'D.)
	0017-00104-0046	7/8" FLAT WASHER (8 REQ'D.)
	0968-00909-0000	LARGE MONITOR SHIELD — FISH PAPER
8	A082-90910-D000	DUAL POWER AMP P.C. ASSY. — MCR2
9	A968-00019-0000	CARD RACK W/P.C. BOARDS ASSY.
10	A082-90412-B000	125 VA. POWER SUPPLY P.C. ASSY.
	0624-00902-0100	P.C. SUPPORT BRKT. — 12" LG. (2 REQ'D.)
	0624-00902-0500	P.C. SUPPORT BRKT. — 6-1/2" LG. (2 REQ'D.)
	0017-00042-0255	#8 x 11/16 UNSLOT. HEX HD. M.S. (10 REQ'D.)
	0017-00104-0037	#8 FLAT WASHER (10 REQ'D.)
11	A945-00002-0000	125 VA FILTER ASSY.
12	A968-00024-0000	TRANSFORMER BOARD ASSY.
13	A508-00023-0000	LINE CORD CABLE ASSY.
14	A961-00007-0000	CASTER ASSY. (2 REQ'D.)
	0961-00109-0000	WHEEL BRKT. (2 REQ'D.)
	00017-00042-0255	PLASTIC WHEEL (2 REQ'D.)
	0894-00702-00XF	SHAFT (2 REQ'D.)
	0017-00100-0037	3/8 E-RING (2 REQ'D.)
		ADDITIONAL PARTS LIST
	A515-00021-0000	MULTIFUNCTION SWITCH & BRKT. ASSY.
	A097-00008-0000	BACK DOOR LOCK ASSY.
	0017-00009-0490	5-5/8 SQR. BACK DOOR VENT GRILLE
	A950-00006-0000	COIN BOX CRADLE ASSY.
	0950-00105-0000	COIN BOX COVER
	0950-00104-0000	COIN BOX HANDLE
	0950-00101-0000	COIN DEFLECTOR (2 REQ'D.)
	0950-00900-0000	LARGE PLASTIC CASH BOX
	0017-00101-0142	1/4-22 x 1-3/8 RND. HD. BOLT BLK. (4 REQ'D.)
	0017-00104-0014	7/8 DISH WASHER (4 REQ'D.)
	0017-00103-0018	1/4-20 HEX NUT (4 REQ'D.)
	A968-00027-0000	MASTER CABLE ASSY.
	A968-00025-0000	HIGH VOLTAGE CABLE ASSY.
	A968-00026-0000	LOW VOLTAGE CABLE ASSY.
	A968-00028-0000	CONTROL SHELF CABLE ASSY.
	A968-00029-0000	VIDEO SIGNAL CABLE ASSY.
	A866-00049-0000	LINE CORD ASSY.
	0968-00126-0000	MONITOR BOARD BRKT. (2 REQ'D.)
	0017-00101-0769	#10 x 3/4 SLT. HEX HD. SCR. (8 REQ'D.)

NO. 513 — KICK-MAN MINI — FRONT

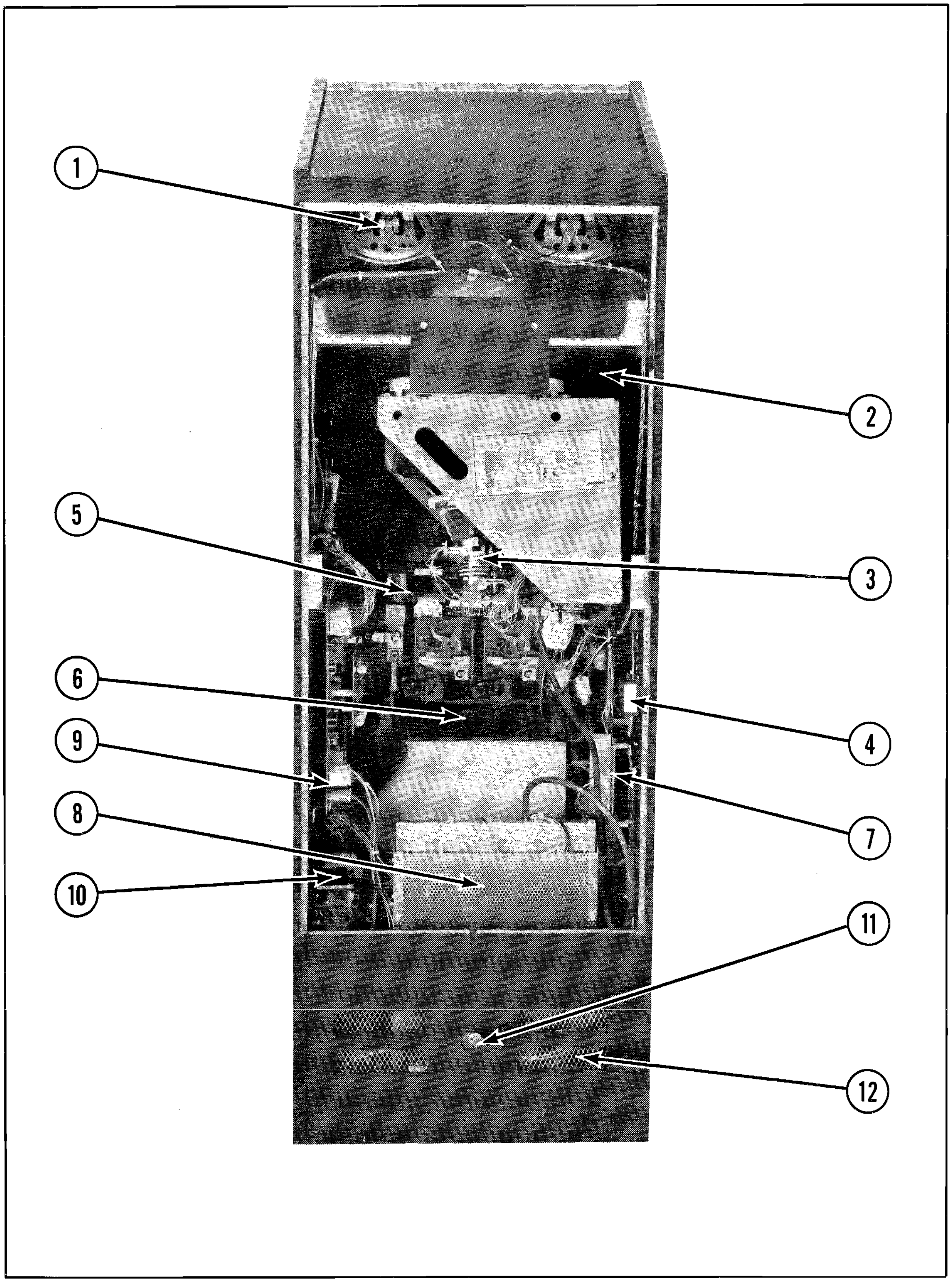


NO. 513 — KICK-MAN MINI — FRONT — PARTS LIST

ORDER BY PART NUMBER ***ONLY***

ITEM	PART NO.	DESCRIPTION
1	0513-00901-00XF	DISPLAY PANEL
	0017-00101-0138	#8 x 5/8 TORX TAMPER RESISTANT SCREW (8 REQ'D.)
	0017-00009-0522	LONG ARM KEY T-20 (FOR ABOVE SCREW)
2	A926-00010-0000	INSERT DISPLAY ASSY.
	0017-00031-0030	WEDGE BASE LIGHT SOCKET (5 REQ'D.)
	0017-00003-0219	#194 LAMP 14V., .27A. (5 REQ'D.)
3	0017-00009-0393	BLACK SPEAKER GRILLE W/SLOTS (2 REQ'D.)
	0017-00003-0430	6" x 9" SPEAKER 4 OHM, 10W. (2 REQ'D.)
	0017-00101-0127	#8-32 x 1-1/2 CARRIAGE BOLT (8 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
4	0513-00902-00XF	FRONT GLASS — 17-13/16" x 14-13/16" x 3/16"
5	0537-00903-0056	GLASS CHANNEL — 14-1/2" LG. (2 REQ'D.)
6	A555-00016-0000	GLASS CLAMPING PLATE ASSY.
	0017-00101-0138	#8 x 5/8 TORX TAMPER RESISTANT SCREW (8 REQ'D.)
7	0513-00100-00XF	CONTROL PLATE
	0017-00101-0620	#8-32 x 1/2 CARRIAGE BOLT (8 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
	0555-00101-0100	CONTROL SHELF MTG. BRKT. — RIGHT
	0555-00101-0200	CONTROL SHELF MTG. BRKT. — LEFT
	0555-00901-0000	PLASTIC LOCATING PIN (6 REQ'D.)
	0017-00009-0033	LATCH CLAMP (2 REQ'D.)
	0961-00115-00XF	STRIKE (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (16 REQ'D.)
8	0017-00032-0051	RED SWITCH BUTTON (2 REQ'D.)
9	0017-00032-0100	ILLUMINATED P.B. SWITCH — AMBER (2 REQ'D.)
10	A515-00014-0000	CONTROL ASSEMBLY
11	A090-00300-08BK	U.S.A. 25¢ COIN DOOR ASSY.
12	0090-00002-04BK	LARGE COIN DOOR FRAME
	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.) (MOUNTS COIN DOOR TO FRAME)
13	0935-00906-0400	KICK PLATE — 17-15/16" LG.
14	0017-00102-0048	3/8-16 x 2" LEG LEVELERS (4 REQ'D.)
	0017-00103-0026	3/8-16 LEG LEVELER HEX NUTS (4 REQ'D.)

NO. 513 — KICK-MAN MINI — REAR ACCESS

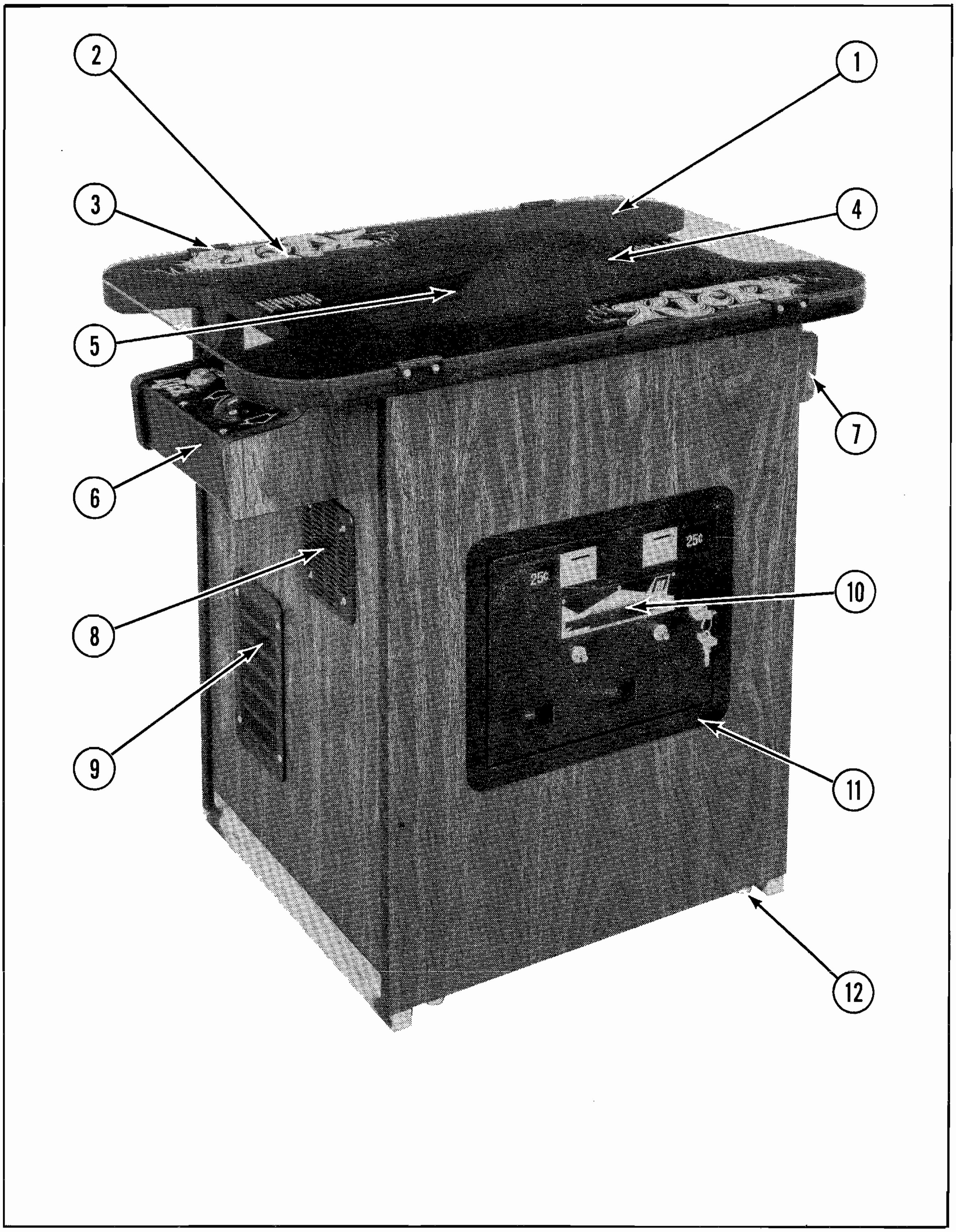


NO. 513 — KICK-MAN MINI — REAR ACCESS — PARTS LIST

ORDER BY PART NUMBER ***ONLY***

ITEM	PART NO.	DESCRIPTION
1	0017-00003-0430	6" x 9" SPEAKER 4 OHM, 10W. (2 REQ'D.)
2	0513-00900-0000	T.V. BEZEL
	A961-00026-0000	BEZEL MTG. BRKT. ASSY. (2 REQ'D.)
3	0017-00003-0340	13" DUAL SYNC COLOR MONITOR — ELECTRO HOME (OR)
3	0017-00003-0396	13" DUAL SYNC COLOR MONITOR — WELLS-GARDNER
	A926-00012-00XF	T.V. MTG. BRKT. ASSY.
	0513-00101-0000	MONITOR MTG. BRKT.
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00104-0026	#8 FLAT WASHER (4 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
4	A088-00015-0000	INTERLOCK SW. & BRKT. ASSY.
5	A090-00300-08BK	U.S.A. 25¢ COIN DOOR ASSY.
6	A950-00006-0000	COIN BOX CRADLE ASSY.
	0950-00105-0000	COIN BOX COVER
	0950-00104-0000	COIN BOX HANDLE
	0950-00101-0000	COIN DEFLECTOR (2 REQ'D.)
	0950-00900-0000	LARGE PLASTIC CASH BOX
	0017-00101-0142	1/4-22 x 1-3/8 RND. HD. BOLT (4 REQ'D.)
	0017-00104-0014	7/8 DISH WASHER (4 REQ'D.)
	0017-00103-0018	1/4-20 HEX NUT (4 REQ'D.)
7	A082-90910-D000	DUAL POWER AMP P.C. ASSY. — MCR2
8	A513-00016-0000	MECH. CARD RACK W/P.C. BRD'S. ASSY.
	A513-00009-0000	TRANSFORMER BOARD ASSY. — NOT SEEN (LOCATED ON CABINET BASE)
9	A082-90412-B000	125 VA. POWER SUPPLY P.C. ASSY.
	0624-00902-0100	P.C. SUPPORT BRKT. — 12" LG. (2 REQ'D.)
	0624-00902-0300	P.C. SUPPORT BRKT. — 2-1/2" LG.
	0624-00902-0500	P.C. SUPPORT BRKT. — 6-1/2" LG. (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (12 REQ'D.)
	0017-00104-0037	#8 FLAT WASHER (12 REQ'D.)
10	A945-00002-0000	125 VA. FILTER ASSY.
11	A088-00013-0000	ON-OFF SWITCH & BRKT. ASSY.
12	0017-00009-0490	5-5/8" SQ. VENT GRILL (2 REQ'D.)
		ADDITIONAL PARTS LIST
	A515-00021-0000	MULTIFUNCTION SW. & BRKT. ASSY.
	A097-00008-0000	BACK DOOR LOCK ASSY.
	0926-00904-0000	PLASTIC PROTECTIVE BUBBLE — BACK DOOR
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (10 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (10 REQ'D.)
	3000-17246-1000	GROUND STRAP
	A513-00007-0000	CONTROL SHELF CABLE ASSY.
	A513-00012-0000	MASTER CABLE ASSY.
	A968-00029-0000	VIDEO SIGNAL CABLE ASSY.
	A513-00010-0000	HIGH VOLTAGE CABLE ASSY.
	A513-00011-0000	LOW VOLTAGE CABLE ASSY.
	A866-00049-0000	LINE CORD ASSY.

NO. 515 — KICK-MAN COCKTAIL — FRONT

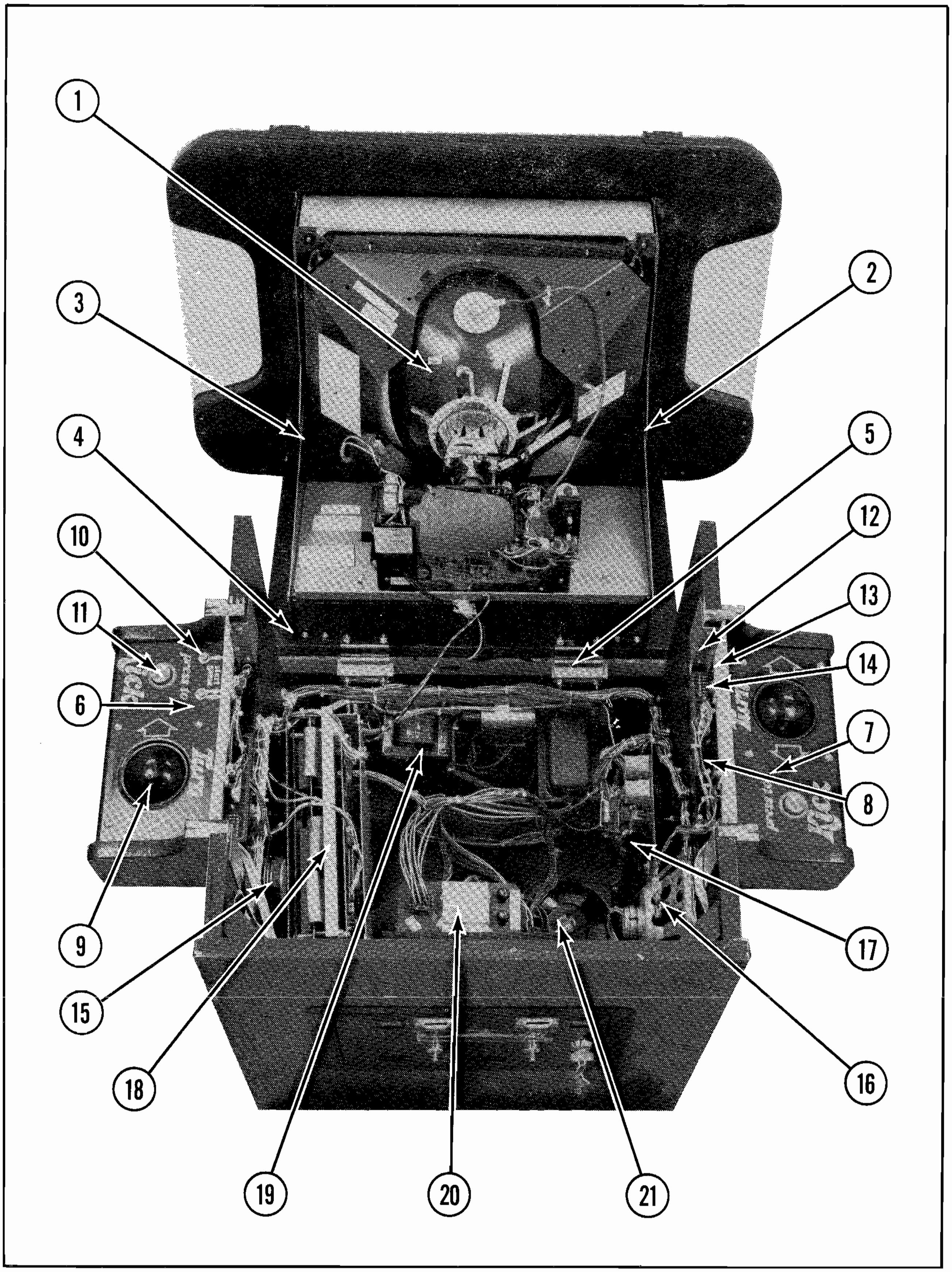


NO. 515 — KICK-MAN COCKTAIL — FRONT — PARTS LIST

*ORDER BY PART NUMBER **ONLY***

ITEM	PART NO.	DESCRIPTION
1	0017-00009-0499	COVER GLASS — 32″ x 22″ x 1/4″
2	0515-00901-0000	ARTWORK UNDERLAY
3	0775-00104-00XF	GLASS CLIP (8 REQ'D.)
	0017-00101-0117	#8 x 5/8 PHIL. TRS. HD. SCR. (16 REQ'D.)
4	0557-00900-0000	T.V. BEZEL
5	0508-00905-0000	SMOKED PLEXI — 17-3/8″ x 13-1/4″ x 1/8″
	0508-00901-0000	PLEXI-GLASS CLIPS (4 REQ'D.)
	0017-00101-0017	#6 x 1/2 SLT. HEX HD. BLK. SCR. (4 REQ'D.)
6	A515-00006-0000	CONTROL SHELF ASSY. — PLAYER #1
7	A515-00006-0100	CONTROL SHELF ASSY. — PLAYER #2
8	0017-00009-0482	SPEAKER GRILLE — SMALL
	0017-00003-0431	4″ SQR. SPEAKER — 4 OHM, 10W.
9	0017-00009-0393	BLACK SPEAKER GRILLE W/SLOTS (3 REQ'D.)
	0017-00003-0430	6″ x 9″ SPEAKER — 4 OHM, 10W.
	0017-00101-0136	#8-32 x 1-1/4 CARRIAGE BOLT (16 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (16 REQ'D.)
10	A090-00300-06BK	U.S.A. 25¢ COIN DOOR ASSY.
11	0090-00002-02BK	LARGE COIN DOOR FRAME
	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.) (MOUNTS COIN DOOR TO FRAME)
12	0017-00102-0048	3/8-16 x 2″ LEG LEVELERS (4 REQ'D.)
	0017-00103-0026	3/8-16 LEG LEVELER HEX NUTS (4 REQ'D.)

NO. 515 — KICK-MAN COCKTAIL — REAR ACCESS



NO. 515 — KICK-MAN COCKTAIL — REAR ACCESS — PARTS LIST

*ORDER BY PART NUMBER **ONLY***

ITEM	PART NO.	DESCRIPTION
1	0017-00003-0339	ELECTROHOME — 19″ COLOR DUAL SYNC. HORIZ. MTG. MONITOR
2	A515-00019-0000	MONITOR SUPPORT ASSY. — LEFT
3	A515-00019-0100	MONITOR SUPPORT ASSY. — RIGHT
	0017-00101-0109	#8 x 5/16 UNSLOT. HEX HD. BOLT (6 REQ'D.)
4	0927-00101-00XF	SUPPORT ANGLE (2 REQ'D.)
	0017-00101-0598	#8-32 x 5/16 SLT. HEX HD. M.S. (4 REQ'D.)
5	0017-00009-0514	2-1/2″ HINGE (2 REQ'D.)
	0017-00101-0639	#8-32 x 1-1/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
6	0515-00106-00XF	CONTROL PLATE — PLYR. #1
7	0515-00106-01XF	CONTROL PLATE — PLYR. #2
	0017-00101-0620	#8-32 x 1/2 CARRIAGE BOLT (8 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (8 REQ'D.)
	0017-00101-0341	#6 x 1/4 PHIL. TRS. HD. SCR. (6 REQ'D.)
8	0510-00101-00XF	BOTTOM PAN (2 REQ'D.)
9	A515-00014-0000	CONTROL ASSY. (2 REQ'D.)
10	0017-00032-0051	SMALL RED BUTTON SWITCH W/HARDWARE (2 REQ'D.)
11	0017-00042-0257	YELLOW PUSH BUTTON ASSY. (2 REQ'D.)
	0017-00032-0093	PUSH BUTTON SWITCH W/HOLDER (2 REQ'D.)
	0017-00103-0054	5/8-11 PAL NUT (2 REQ'D.)
12	0930-00104-0000	PANEL LOCATING BRKT. (4 REQ'D.)
	0017-00101-0025	#8 x 1/2 SLT. HEX HD. M.S. (16 REQ'D.)
13	0930-00904-0000	LIGHT SHIELD (2 REQ'D.)
14	0017-00031-0044	WEDGE BASE LAMP SOCKET (4 REQ'D.)
	0017-00003-0219	#194 LAMP 14V., .27A. (4 REQ'D.)
	0017-00101-0555	#6-32 x 5/16 SLT. HEX HD. M.S. (4 REQ'D.)
15	0017-00003-0431	4″ SQR. SPEAKER 4 OHM, 10W.
16	0017-00003-0430	6″ x 9″ SPEAKER 4 OHM, 10W.
17	A082-90412-B000	125 VA. POWER SUPPLY
	0624-00902-0100	P.C. SUPPORT BRKT. — 12″ LG.
	0624-00902-0500	P.C. SUPPORT BRKT. — 6-1/2″ LG. (3 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (10 REQ'D.)
	0017-00104-0031	#8 FLAT WASHER (10 REQ'D.)
18	A513-00016-0000	MECH. CARD RACK W/BOARDS ASSY.
19	A515-00009-0000	TRANSFORMER BOARD ASSY.
20	A945-00002-0000	125 VA. FILTER ASSY.
21	A775-00013-0000	FAN ASSEMBLY
	0151-00081-0000	4 ″ FAN
	0775-00110-00XF	FAN PLATE
	0749-00106-00XF	VENT SCREEN
	0017-00101-0347	#6-32 x 1/2 R.H.M.S. (4 REQ'D.)
	0017-00104-0009	#6 EXT. WASHER (4 REQ'D.)
	0017-00103-0005	#6-32 HEX NUT (4 REQ'D.)
	0017-00101-0026	#8 x 5/8 SLT. HEX HD. M.S. (4 REQ'D.)

NO. 515 — KICK-MAN COCKTAIL — REAR ACCESS — PARTS LIST (cont'd)

ORDER BY PART NUMBER ***ONLY***

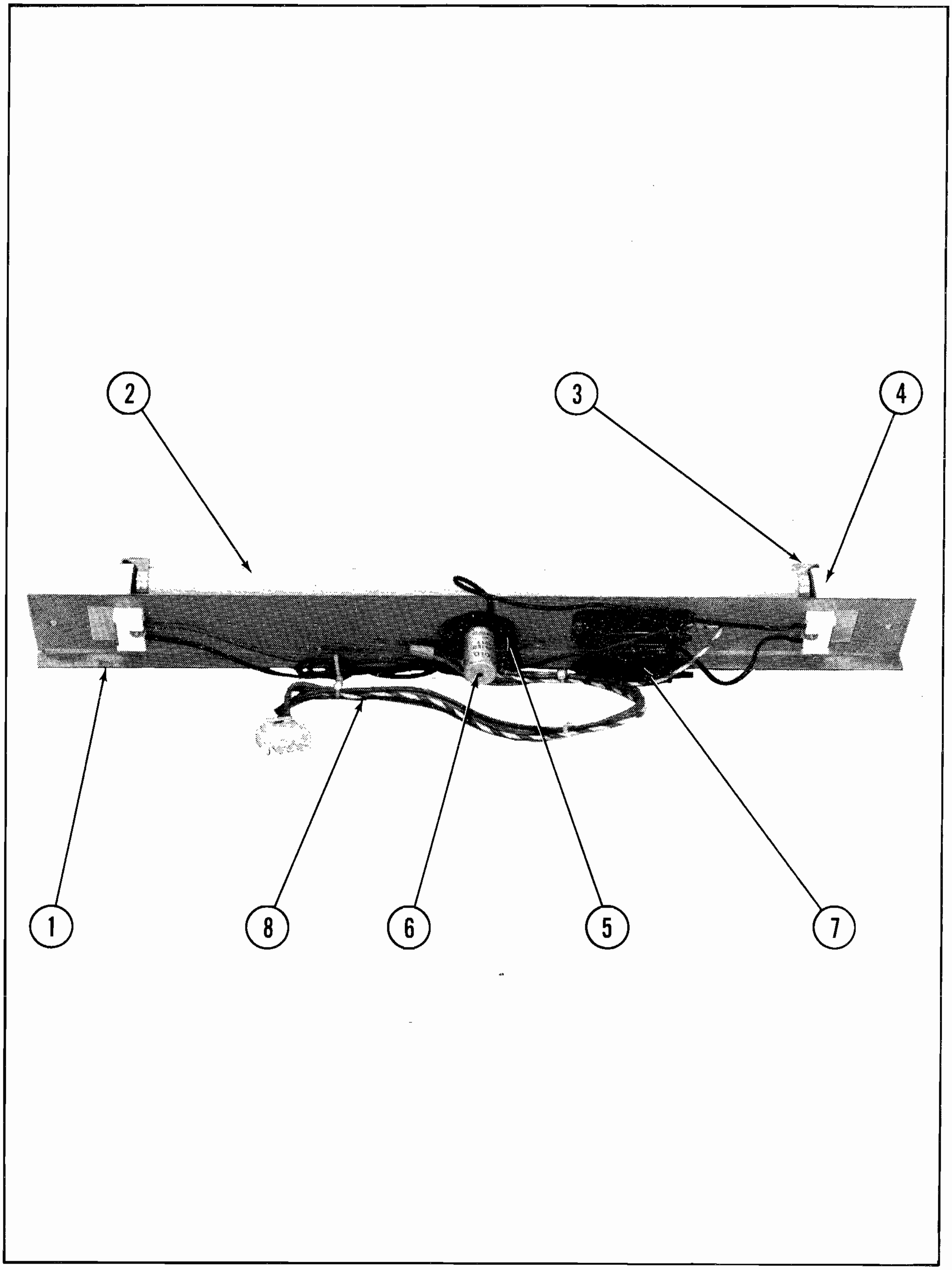
		ADDITIONAL PARTS LIST
	A082-90910-D000	DUAL POWER AMP P.C. ASSY. — MCR 2
	A088-00014-0000	INTERLOCK SWITCH & BRKT. ASSY.
	A515-00021-0000	MULTIFUNCTION SWITCH BRKT. ASSY.
	A927-00008-0000	ON/OFF SWITCH ASSY.
	0610-00132-00ZN	STRIKE (2 REQ'D.)
	0017-00009-0033	LATCH CLAMP (2 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (8 REQ'D.)
	A927-00019-0000	COIN BOX ASSY.
	A962-00004-0000	COIN BOX COVER ASSY.
	A962-00005-0000	COIN BOX SIDE CHANNEL ASSY. — SHORT
	0962-00101-0000	COIN BOX SIDE CHANNEL — SHORT
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00104-0022	#8 WASHER (4 REQ'D.)
	0017-00103-0061	#8-32 HEX NUT W/SEMS (4 REQ'D.)
	0927-00907-0000	HIGH VOLTAGE SHIELD
	A515-00012-0000	MASTER CABLE ASSY.
	A515-00011-0000	HIGH VOLTAGE CABLE ASSY.
	A515-00010-0000	LOW VOLTAGE CABLE ASSY.
	A515-00007-0000	CONTROL SHELF CABLE ASSY. — PLYR. #1
	A515-00007-0100	CONTROL SHELF CABLE ASSY. — PLYR. #2
	A515-00022-0000	VIDEO SIGNAL CABLE ASSY.
	A968-00017-0000	COIN DOOR CABLE ASSY.
	A927-00005-0000	LEG KIT ASSY. (HIGH BASE) — OPTIONAL (INCLUDES 4 LEGS & HARDWARE)
	A866-00049-0000	LINE CORD ASSY.

KICK-MAN — ALL VERSIONS — NOT SHOWN — PARTS LIST

*ORDER BY PART NUMBER **ONLY***

ITEM	PART NO.	DESCRIPTION
		TRANSFORMER BOARD ASSEMBLY
	MT00-00089-A000	POWER TRANSFORMER — 115V., 60 HZ (UPRIGHT & MINI)
	MT00-00092-0000	TRANSFORMER (UPRIGHT & MINI)
	MT00-00093-0000	TRANSFORMER W/MAGNETIC SHIELD (COCKTAIL ONLY)
	MT00-00096-0000	POWER TRANSFORMER — 100/125V., 60 HZ (COCKTAIL ONLY)
	0017-00101-0628	#8-32 x 3/4 CARRIAGE BOLT (4 REQ'D.)
	0017-00104-0026	#8 1/2" FLAT WASHER (4 REQ'D.)
	0017-00103-0008	#8-32 HEX NUT (4 REQ'D.)
	0017-00101-0141	#8 x 11/16 UNSLOT. HEX HD. M.S. (22 REQ'D.)
	0720-00001-0400	4 POSITION FUSE CLIP ASSY. (UPRIGHT & COCKTAIL)
	0720-00001-0300	3 POSITION FUSE CLIP ASSY. (MINI ONLY)
	0017-00003-0004	SLO-BLO FUSE — 2A., 250V. (2 REQ'D.)
	0017-00003-0217	SLO-BLO FUSE — 2-1/2A., 125V.
	0017-00003-0002	SLO-BLO FUSE — 1/2A., 250V. (UPRIGHT & COCKTAIL)
	A945-00005-0000	CAPACITOR ASSY. — 60HZ
	0017-00003-0379	CAPACITOR CLAMP
	A508-00037-0000	NOISE FILTER ASSY. — 2 LEAD
	3010-13106-0000	TERMINAL STRIP
	0017-00021-0370	MALE CONNECTOR — 5 TAB
	3000-17246-0200	.350 WIDE GROUND STRAP (COCKTAIL ONLY)
	3000-17246-0300	.350 WIDE GROUND STRAP (COCKTAIL & MINI)
	3000-17246-0500	5.50 x .350 WIDE GROUND STRAP (MINI & UPRIGHT)
	3000-17246-0900	48.00 x .350 WIDE GROUND STRAP (UPRIGHT ONLY)
	3010-03003-0000	GROUNDING CLIP
		CARD RACK W/BOARDS ASSY.
	A084-90908-A968	SOUND BOARD ASSY.
	A084-90009-A968	C.P.U. BOARD ASSY. (UPRIGHT)
	A084-90009-A513	C.P.U. BOARD ASSY. (MINI & COCKTAIL)
	A084-91399-A968	VIDEO GENERATOR BOARD ASSY. (UPRIGHT)
	A084-91399-A513	VIDEO GENERATOR BOARD ASSY. (MINI & COCKTAIL)
	0017-00042-0208	P.C. BOARD SPACER SUPPORT — 1-1/8" LG. (4 REQ'D.)
	0017-00042-0287	P.C. BOARD SPACER SUPPORT — 5/8" LG. (4 REQ'D.)
	0017-00101-0085	#6 x 5/16 SLT. HEX HD. M.S. (8 REQ'D.)
	0968-00511-0000	BASE CARD RACK SUPPORT — BLOCK
	0017-00101-0033	#8 x 1-1/4 SLT. HEX HD. M.S. (2 REQ'D.)
	0017-00104-0031	#8 WASHER (2 REQ'D.)
	0968-00510-0000	TOP CARD RACK SUPPORT — BLOCK
	0968-00125-0000	SUPPORT BRKT. TO CABINET SIDE
	0017-00101-0014	#6 x 1/2 SLT. HEX HD. SCREW (2 REQ'D.)

NO. 968 — KICK-MAN UPRIGHT — HEADER FLUORESCENT FIXTURE ASSY.

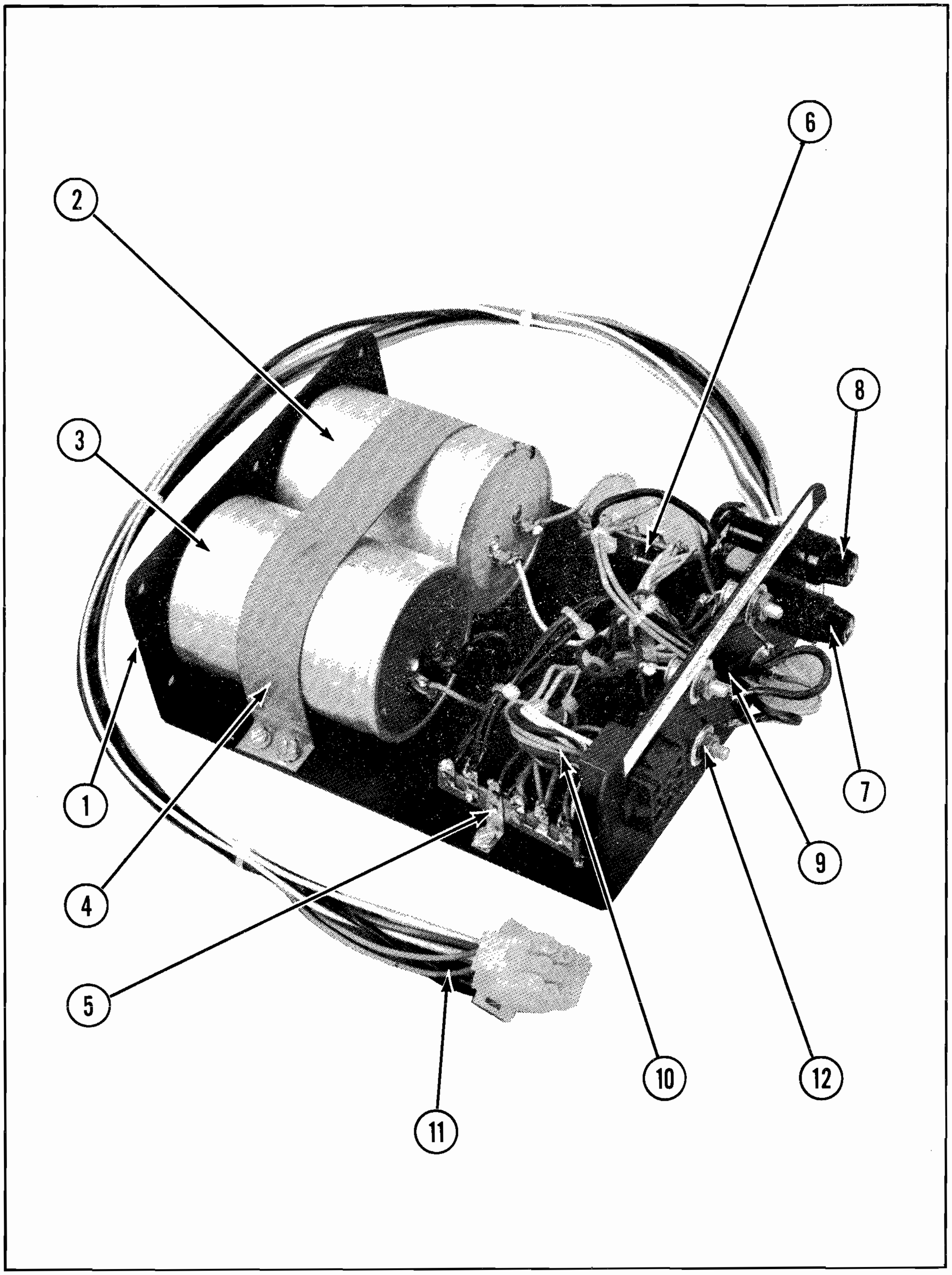


NO. 968 — KICK-MAN UPRIGHT — HEADER FLUORESCENT FIXTURE ASSY. — PARTS LIST

*ORDER BY PART NUMBER **ONLY***

ITEM	PART NO.	DESCRIPTION
1	0595-00105-0000	FLUORESCENT BRKT.
2	0017-00003-0043	18" COOL WHITE FLUOR. LAMP
3	0017-00021-0005	FLUORESCENT LOCKS (2 REQ'D.)
4	0017-00031-0036	FLUORESCENT SOCKET (2 REQ'D.)
5	0017-00003-0412	FLUOR. STARTER HOLDER W/WIRE LEADS
	0017-00101-0573	#6-32 x 1/2 PHIL. RND. HD. M.S. (4 REQ'D.)
	0017-00104-0009	#6 EXT. WASHER (4 REQ'D.)
6	0017-00003-0019	FLUOR. STARTER
7	0017-00003-0026	BALLAST
	0017-00101-0598	#8-32 x 5/16 SLT. HEX HD. SCR. (4 REQ'D.)
8	A508-00017-0000	FLUORESCENT CABLE ASSY.
	A961-00042-0000	LINE FILTER ASSY. — NOT SHOWN

FILTER ASSY.

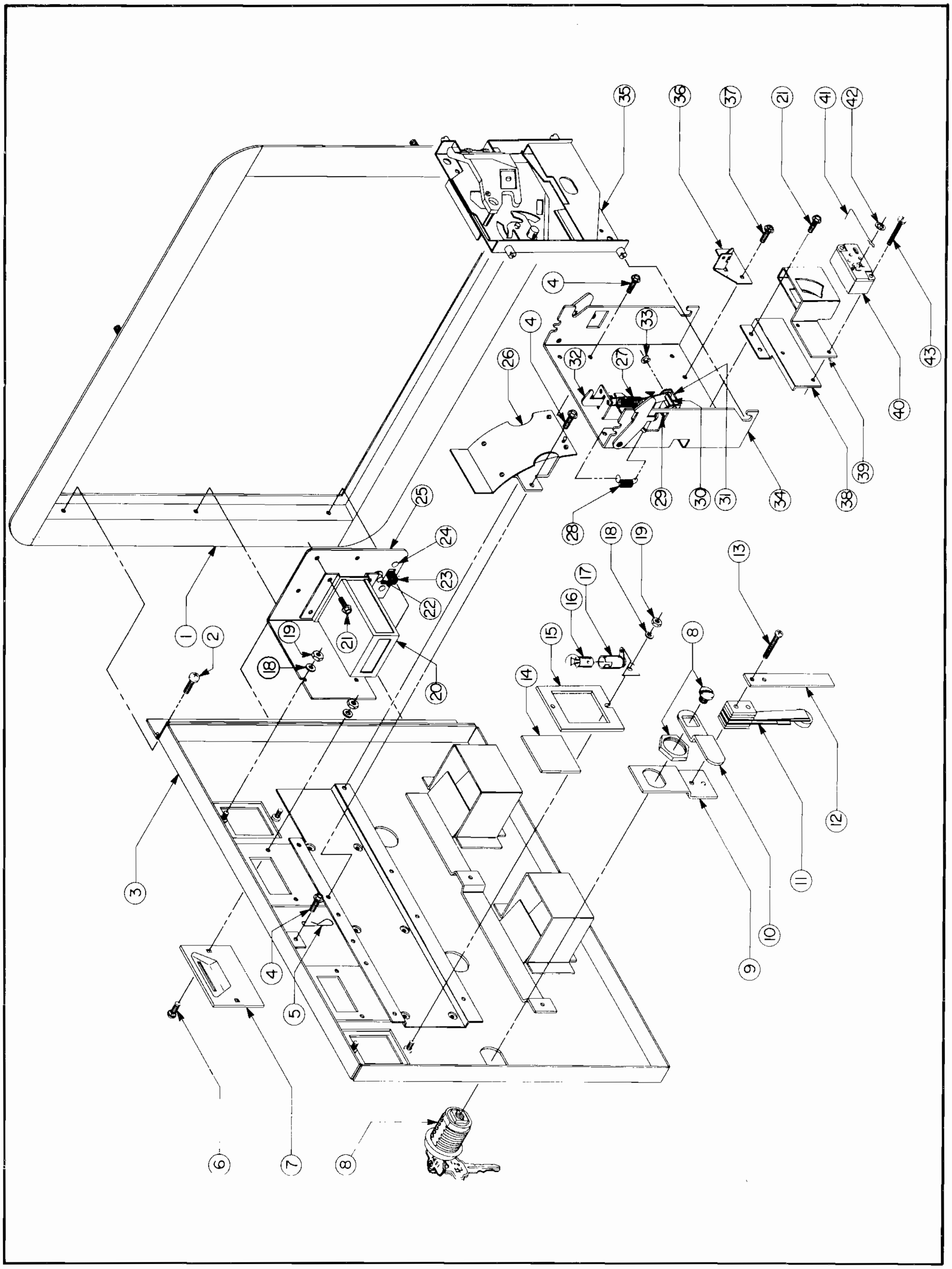


FILTER ASSY. — PARTS LIST

ORDER BY PART NUMBER ***ONLY***

ITEM	PART NO.	DESCRIPTION
1	0945-00101-00XF	CHASSIS
2	0945-00803-0100	CAPACITOR — 55000MF — 25V.
3	0945-00803-0200	CAPACITOR — 100000MF — 15V.
4	0945-00100-0000	CAPACITOR STRAP
	0017-00101-0555	#6-32 x 5/16 SLT. HEX HD. SCR. (4 REQ'D.)
5	0017-00021-0539	5 POSITION TERMINAL STRIP (2 REQ'D)
	0017-00101-0510	#4-40 x 1/2 SLT. PAN HD. SCR. (4 REQ'D.)
	0017-00104-0087	#4 FLAT WASHER (4 REQ'D.)
	0017-00104-0071	#4 EXT. TOOTH WASHER (4 REQ'D.)
	0017-00103-0002	#4-40 HEX NUT (4 REQ'D.)
6	0062-122H7-1XXX	RESISTOR — 150 OHM, 2W.
	0062-086H7-1XXX	RESISTOR — 47 OHM, 2W. — LOCATED ON OPPOSITE TERMINAL STRIP
7	0017-00003-0008	FUSE — 6AMP — 120V.
8	0017-00003-0174	FUSE — 10 AMP — 32V.
	0017-00003-0433	FUSE HOLDER (2 REQ'D.)
9	0017-00041-0008	RUBBER GROMMET
10	A089-00007-0000	FILTER CABLE ASSY. #2
11	A089-00006-0000	FILTER CABLE ASSY. #1
12	0945-00804-0100	DIODE — 12A. — 50V. (4 REQ'D.)
	0017-00103-0086	#10-32 HEX NUT (4 REQ'D.)
	0017-00021-0484	SOLDER LUG (4 REQ'D.)
	0017-00104-0107	#10 FLAT WASHER (4 REQ'D.)
	0017-00009-0510	INSULATOR (8 REQ'D.)
	0017-00042-0283	BUSHING (4 REQ'D.)
	0945-00900-0000	DIODE FORMED FISHPAPER COVER — NOT SHOWN

FRONT DOOR ASSEMBLY — U.S.A. 25¢



FRONT DOOR ASSEMBLY — U.S.A. 25¢ — PARTS LIST

ORDER BY PART NUMBER ***ONLY***

ITEM	PART NO.	DESCRIPTION
1	0090-00002-02BK	DOUBLE ENTRY COIN DOOR FRAME
2	0017-00101-0121	#6-32 x 5/16 PHIL. TRS. HD. SCR. (3 REQ'D.)
3	A090-00073-02BK	DOUBLE ENTRY COIN DOOR W/DRESS PLATE
4	0017-00101-0123	#8 x 1/4 UNSLOT. HEX HD. SCREW (4 REQ'D.)
5	0017-00007-0019	KEY HOOK
6	0017-00101-0552	#6-32 x 1/4 CARRIAGE BOLT (4 REQ'D.)
7	0090-00117-03XF	COIN ENTRY PLATE — 25¢ (2 REQ'D.)
8	A097-00005-0000	DOOR LOCK & KEY W/SCREW & NUT (OR)
8	A097-00006-0000	DOOR LOCK & KEY W/SCREW & NUT
9	0090-00128-00XF	DOOR TILT SWITCH BRKT.
10	0017-00005-0041	DOOR CAM
11	A090-00071-0000	DOOR TILT SWITCH
12	0090-00126-01XF	SWITCH BACK-UP PLATE
13	0017-00101-0528	#5-40 x 3/4" PHIL. HD. M.S. (2 REQ'D.)
	A090-00004-0000	DOOR TILT SWITCH & BRKT. ASSY. (ITEMS 9 & 11 THRU 13)
14	0090-00903-9500	25¢ WINDOW (2 REQ'D.)
15	0090-00143-00XF	COIN PLEX RETAINER
16	0017-00003-0219	12 VOLT LAMP — G.E. #1895 (2 REQ'D.)
17	0017-00031-0048	BAYONET SOCKET W/BRKT. (2 REQ'D.)
18	0017-00104-0002	#6 SPLIT LOCK WASHER (8 REQ'D.)
19	0017-00103-0087	#6-32 HEX NUT (8 REQ'D.)
20	A090-00057-0000	COIN METER
21	0017-00101-0124	#6 x 1/4 UNSLOT. HEX HD. SCR. (8 REQ'D.)
22	0017-00032-0051	PUSH BUTTON SWITCH
23	0017-00032-0007	SLIDE SWITCH
24	0017-00072-0034	STEEL OVAL HD. RIVET
25	0090-00173-0000	COIN COUNTER MTG. BRKT.
	A090-00082-0000	TEST SWITCH & BRKT. ASSY. (ITEMS 23 THRU 25)
26	A090-00087-0000	COIN CHUTE & TOP ASSY. (2 REQ'D.)
27	0010-00134-0000	SPRING
28	0010-00181-0000	SPRING
29	0017-00007-0083	1/8 x 1-5/8 ROLL PIN
30	0090-00129-00XF	PIVOT POST
31	0090-00167-00XF	PIVOT LEVER
32	0093-00155-00XF	REJECT LEVER
33	0017-00100-0018	E-RING
	A090-00088-0000	REJECT LEVER ASSY. (2 REQ'D.) (ITEMS 30 THRU 33)
34	A090-00085-0000	COIN ACCEPTOR FRAME ASSY. (2 REQ'D.)
35	0017-00005-0003	COIN ACCEPTOR W/STRING CUTTER (2 REQ'D.) (OR)
35	0017-00005-0211	COIN ACCEPTOR W/ANTI STRING DEVICE (2 REQ'D.) (OR)
35	0017-00005-0214	COIN ACCEPTOR W/STRING CUTTER (2 REQ'D.)
36	A090-00064-0000	ANTI-PENNY DEVICE
37	0017-00101-0099	#6 x 1/4 SLT. HEX HD. M.S. (2 REQ'D.)
38	0090-00162-00XF	COIN SWITCH MTG. BRKT.
39	0017-00005-0203	COIN SWITCH CHUTE
40	0017-00005-0195	COIN SWITCH
41	0010-00599-0000	COIN SWITCH WIRE
42	0017-00007-0132	PUSH-ON RING
	A090-00059-0400	COIN SWITCH & WIRE ASSY. (ITEMS 40 THRU 42)
43	0017-00101-0698	#4-40 x 3/4 SLT. RND. HD. M.S. (2 REQ'D.)
	A090-00077-0000	COIN GUIDE & SWITCH ASSY. (ITEMS 38 THRU 43)

V Technical Troubleshooting

Troubleshooting

Introduction

The most common problems occur in harness components such as the coin acceptor, player controls, interconnecting wiring, etc. The TV monitor and PCB computer cause their share of problems too, but not as much as the harness and its component parts. TV monitor troubleshooting will not be covered here because it is covered in that section of this manual.

As you already know, the PCB computer is a complex device with a number of different circuits. Some circuits remain basically the same among games, but overall there are a great many differences between them. PCB troubleshooting procedures, therefore, can be lengthy and will differ greatly among games. However, some basic Z-80 CPU information is involved in this section.

General Suggestions

The first step in any troubleshooting procedure is correctly identifying the malfunction's symptoms. This includes not only the circuits or features malfunctioning, but also those still operational. A carefully trained eye will pick up other clues as well. For instance, a game in which the computer functions fail completely just after money was collected may have a quarter shorting the PCB traces. Often, an experienced troubleshooter will be able to spot the cause of the problem even before opening the cabinet.

After all the clues are carefully considered, the possible malfunctioning areas can be narrowed down to one or two good suspects. Those areas can be examined by a process of elimination until the cause of the malfunction is discovered.

Harness Component Troubleshooting

Typical problems falling in this category are coin and credit problems, power problems and failure of individual features.

NO GAME CREDIT

For example, your prospective player inserts his quarter and is not awarded a game. The first item to check is if the quarter is returned. If the quarter is returned, the malfunction most certainly lies in the coin acceptor itself. First, use a set of test coins (both old and new) to ascertain that the player's coin is not undersize or underweight. If your test coins are also returned, coin acceptor servicing is indicated. Generally, the cause of this particular problem is a maladjusted magnet gate. Normally, this will mean slightly closing the magnet gate a little by turning the adjusting screw out a bit (see section on coin acceptor for more details).

If the quarter is not returned and there is no game credit, the cause of the malfunction may be in one of several areas. First try operating the coin return button; if the coin is returned, the problem is most likely in the magnet gate. Enlarge the gap according to the coin acceptor service procedures. If this does not cure the problem, remove the coin acceptor, clean it and perform the major adjustment procedure.

If the trapped coin is not returned when the wiper lever is actuated, you may have an acceptor jammed by a slug, gummed up with beer, a jammed coin chute, or mechanical failure of the acceptor mechanism. In this case, first check for the slug that will generally be trapped against the magnet. If so, simply remove the slug and test the acceptor. If the chute is blocked, remove the acceptor and remove the jammed coins. If there is actual failure of the acceptor, remove the unit and repair as indicated in the coin acceptor service procedures.

If the coin is making its way through the acceptor (that is, falling into the coin box), yet there is still no game credit, you either have a mechanical failure of the coin switch or electrical failure of the coin and credit circuits. The first place to begin is by checking the coin switch. Most of these switches are the make/break variety of micro switch, which is checked by testing for continuity between the NO, NC, and C terminals. When not actuated, the NC and C terminals should be continuous and the NO terminal open. When operated, the NO and C terminals should close and the NC should be open. If the coin switch checks out, examine the connections to the terminals to make sure there is good contact. If necessary, use the continuity tester and check from the terminal lug on the switch to the associated PCB trace. This will tell you if there is a continuous line all the way to the credit circuit.

If the coin switch wires do not check out, the problem is in the computer — most likely in the coin and credit circuitry.

If you do get game credit when a coin is deposited, but the game will not start when the start switch is pressed, you may have a problem in the start switch, the interconnecting wiring or in the computer. First check the switch. If the switch is OK, proceed to check the wiring. Again, make sure you go from the terminal lug on the switch to the PCB trace. This way, you will check the terminal contact as well as PCB edge connector contact. If the wiring is continuous, proceed to check the PCB credit circuit. If not, check each section of the wiring, until the discontinuity is located. If the wiring is OK, the problem must lie in the computer.

Transformer and Line Voltage Problems

Your machine must have the correct line voltage to operate properly. If the line voltage drops too low, a circuit in the computer will disable game credit. The point at which the computer will fail to work will vary some from game to game, but no game will work on line voltage that drops below 105 VAC.

Low line voltage may have many causes. Line voltage normally fluctuates a certain amount during the day as the total usage varies. Peak usage times occur mainly at dawn or dusk, so if your machine's malfunction seems to be related to the time of day, this may be a factor. A large load connected to the same line as the game (such as a large air conditioner or other device with an exceptionally large motor) may drop the line voltage significantly when starting up. This drop can result in an intermittent credit problem. In addition, poor connections in the location wiring, plug, or line cord may also cause a significant drop in power. Cold solder joints in the game's harness, especially in areas like the transformer connections, interlock switch, or fuse block, may also produce the same results, although probably on a more permanent basis.

Sometimes location owners (especially in bars) replace light switches with dimmer rheostats, and the game is sometimes on the same line. Obviously, the voltage available to the game is going to drop dramatically when the dimmer is turned.

In any case, the way to check for correct line voltage is with your VOM. Set the VOM to 250 VAC and stick the probes in the wall receptacle. If it's OK here, check the transformer primary connections. If you do not get 117 VAC, examine the solder joints on the transformer, fuse block, and interlock switch. If you do get 117 VAC, the problem must be either in the transformer, harness connections, or in the PCB power supply.

If you suspect the transformer, check its secondaries with the VOM set to 50 VAC and correlate the readings with the legend on the side of the transformer. The transformer must also be correctly grounded, so check the ground potential as well, especially if there is a hum bar rolling up or down the TV screen.

HARNESS PROBLEMS

Other harness problems include blowing fuses and malfunctioning controls. The repeating blown-fuse problem can sometimes be quite exasperating to solve, for short circuits have the tendency to occur in areas almost impossible to find. First, try inserting a new fuse, as old fuses age and blow without cause. If the new one also blows, you definitely have a short.

The best way to approach this problem is by turning the power off and disconnecting devices that may be causing the problem, such as the TV, transformer, and PCB. Disconnect the devices by pulling off their connectors, but do not allow them to touch. If necessary, insulate them with small pieces of electrical tape. Then, connect your VOM across the terminals of the fuse block (all electrical power shut off), and set it to one of the resistance scales. This will save blowing a fuse each time you want to check the circuit.

If the VOM reveals that disconnecting the devices removed the short, reconnect the devices one by one until the short returns. The last device connected is the one that is at fault. If the VOM reads a short even after the devices are disconnected, the fault must lie in the harness itself, and only patient exploration will reveal its location. First, carefully examine all the wiring, looking for terminals that may be touching, metal objects such as coins shorting connections or burned insulation. If necessary, use the VOM to check each suspected wire.

MALFUNCTIONING CONTROLS

One of the most common problems here is a bad potentiometer. Typically, a bad pot will cause the image to jump as it reaches a certain point. The only cure for this one is to install a new pot.

If a feature that is operated by a switch (for example, joysticks, foot pedals, control panel buttons) does not operate at all, check the switch with a VOM or continuity tester to verify its operation. If the switch does not check out, replace it. If the switch is OK, you should suspect the input to the switch from the PCB. In this case, get out the harness and logic schematics and check to see what kind of input it is. In many cases, the input will be +5 VDC. If so, use the VOM to check its presence. Normally, the switch is used to pull a +5 VDC line LOW to GND or to pull a LOW line HIGH. If the PCB output is missing, check the wire length from the PCB. If you find the signal at the PCB trace, the wire length or connection is at fault. If not, begin exploring the PCB using the logic schematics.

A Glossary of Microprocessor Terms

MICROPROCESSOR — one or several microcircuits that perform the function of a computer's CPU. Sections of the circuit have arithmetic and comparative functions that perform computations and executive instructions.

CPU — central-processing unit. A computing system's "brain", whose arithmetic, control and logic elements direct functions and perform computations. The microprocessor section of a microcomputer is on one chip or several chips.

PROM — programmable read-only memory. User permanently sets binary on-off bits in each cell by selectively fusing or not fusing electrical links. Nonerasable. Used for low-volume applications.

EPROM — erasable, programmable, read-only memory. Can be erased by ultraviolet light bath, then reprogrammed. Frequently used during design and development to get programs debugged, then replaced by ROM for mass production.

ROM — read-only memory. The program, or binary on-off bit pattern, is set into ROM during manufacture, usually as part of the last metal layer put onto the chip. Nonerasable. Typical ROM's contain up to 16,000 bits of data to serve as the microprocessor's basic instructions.

RAM — random-access memory. Stores binary bits as electrical charges in transistor memory cells. Can be read or modified through the CPU. Stores input instructions and results. Erased when power is turned off.

LSI — large scale integration. Formation of hundreds or thousands of so-called gate circuits on semiconductor chips. Very large scale integration (VLS) involves microcircuits with the greatest component density.

MOS — metal-oxide semiconductor. A layered construction technique for integrated circuits that achieves high component densities. Variations in MOS chip structures create circuits with speed and low-power requirements, or other advantages (static will damage a MOS chip).

Introduction to the Z-80 CPU

The term "microcomputer" has been used to describe virtually every type of small computing device designed within the last few years. This term has been applied to everything from simple "microprogrammed" controllers constructed out of TTL MSI up to low end minicomputers with a portion of the CPU constructed out of TTL LSI "bit slices." However, the major impact of the LSI technology within the last few years has been with MOS LSI. With this technology, it is possible to fabricate complete and very powerful computer systems with only a few MOS LSI components.

The Zilog Z-80 family of components can be configured with any type of standard semiconductor memory to generate computer systems with an extremely wide range of capabilities. For example, as few as two LSI circuits and three standard TTL MSI packages can be combined to form a simple controller. With additional memory and I/O devices a computer can be constructed with capabilities that only a minicomputer could previously deliver.

New products using the MOS LSI microcomputer are being developed at an extraordinary rate. The Zilog Z-80 component set has been designed to fit into this market through the following factors:

1. The Z-80 is fully software compatible with the popular 8080A CPU.
2. Existing designs can be easily converted to include the Z-80.
3. The Z-80 component set is at present superior in both software and hardware capabilities to any other microcomputer system on the market today.
4. For increased throughput the Z80A operating at a 4 MHZ clock rate offers the user significant speed advantages.

Microcomputer systems are extremely simple to construct using Z-80 components. Any such system consists of three parts:

1. **CPU (Central Processing Unit)**
2. **Memory**
3. **Interface Circuits to peripheral devices**

The CPU is the heart of the system. Its function is to obtain instructions from the memory and perform the desired operations. The memory is used to contain instructions and in most cases data that is to be processed. For example, a typical instruction sequence may be to read data from a specific peripheral device, store it in a location in memory, check the parity and write it out to another peripheral device. Note that the Zilog component set includes the CPU and various general purpose I/O device controllers, while a wide range of memory devices may be used from any source. Thus, all required components can be connected together in a very simple manner with virtually no other external logic.

General Purpose Registers

There are two matched sets of general purpose registers, each set containing six 8-bit registers that may be used individually as 8-bit registers or as 16-bit register pairs by the programmer. One set is called BC, DE and HL while the complementary set is called BC', DE' and HL'. At any one time the programmer can select either set of registers to work with through a single exchange command for the entire set. In systems where fast interrupt response is required, one set of general purpose registers and an accumulator/flag register may be reserved for handling this very fast routine. Only a simple exchange command need be executed to go between the routines. This greatly reduces interrupt service time by eliminating the requirement for saving and retrieving register contents in the external stack during interrupt or subroutine processing. These general purpose registers are used for a wide range of applications by the programmer. They also simplify programming, especially in ROM based systems where little external read/write memory is available.

Arithmetic & Logic Unit (ALU)

The 8-bit arithmetic and logical instructions of the CPU are executed in the ALU. Internally the ALU communicates with the registers and the external data bus on the internal data bus. The type of functions performed by the ALU include:

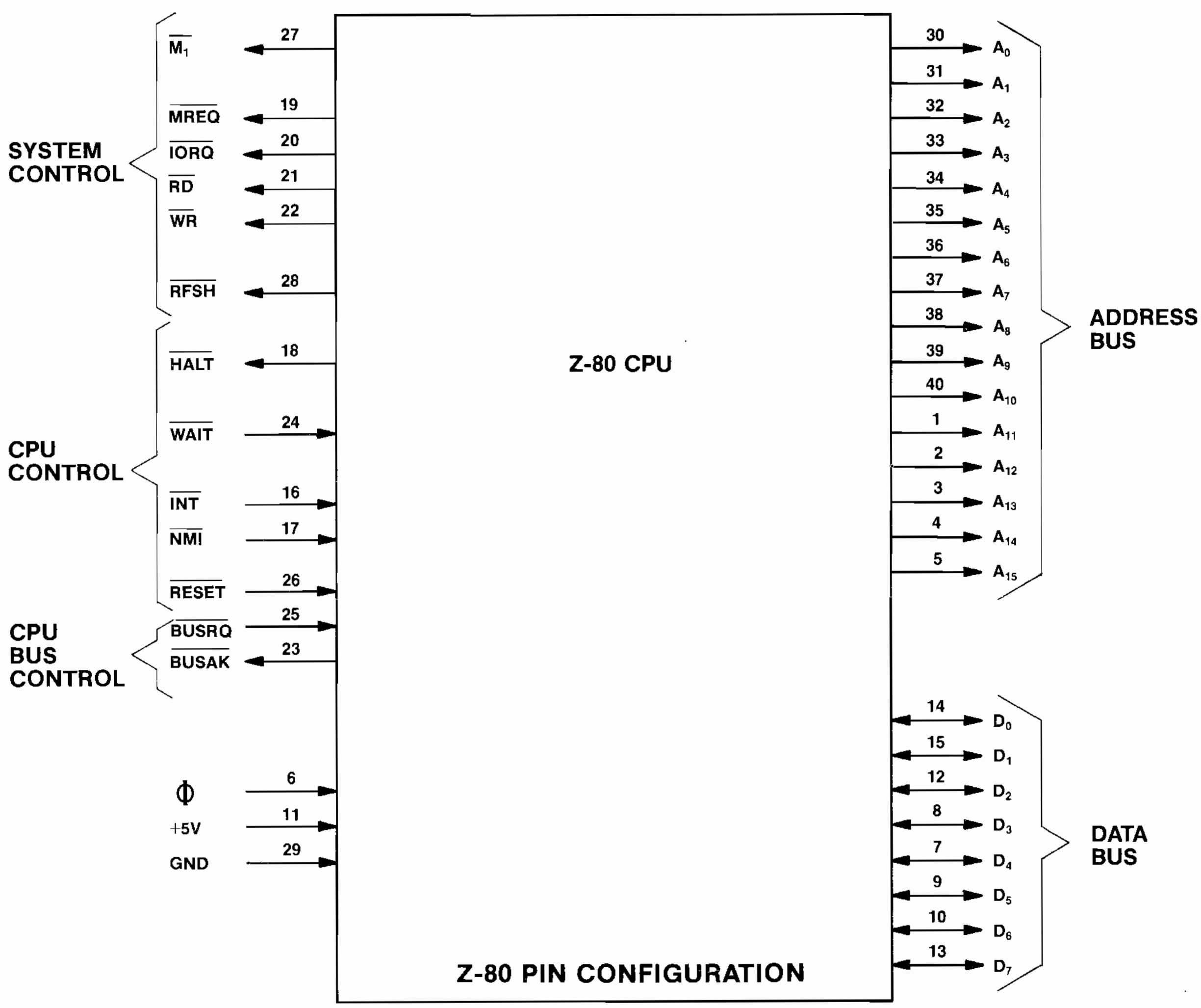
Add	Left or right shifts or rotates (arithmetic and logical)
Subtract	Increment
Logical AND	Decrement
Logical OR	Set bit
Logical Exlusive OR	Reset bit
Compare	Test bit

Instruction Register and CPU Control

As each instruction is fetched from memory, it is placed in the instruction register and decoded. The control sections performs this function and then generates and supplies all of the control signals necessary to read or write data from or to the registers, control the ALU and provide all required external control signals.

Z-80 CPU Pin Description

The Z-80 CPU is packaged in an industry standard 40 pin Dual In-Line Package. The I/O pins are shown in the below figure and the function of each is described.



Z-80 PIN CONFIGURATION

A_0-A_{15}
(Address Bus)
Tri-state output, active high. A_0-A_{15} constitute a 16-bit address bus. The address bus provides the address for memory (up to 64K bytes) data exchanges and for I/O device data exchanges. I/O addressing uses the 8 lower address bits to allow the user to directly select up to 256 input or 256 output ports. A_0 is the least significant address bit. During refresh time, the lower 7 bits contain a valid refresh address.

D_0-D_7
(Data Bus)
Tri-state input/output, active high. D_0-D_7 constitute an 8-bit bidirectional data bus. The data bus is used for data exchanges with memory and I/O devices.

M_1
(Machine Cycle one)
Output, active low. $\overline{M_1}$ indicates that the current machine cycle is the OP code fetch cycle of an instruction execution. Note that during execution of 2-byte op-codes, $\overline{M1}$ is generated as each op code byte is fetched. These two byte op-codes always begin with CBH, DDH, EDH or FDH. $\overline{M1}$ also occurs with $\overline{IORQ}$ to indicate an interrupt acknowledge cycle.

MREQ
(Memory Request)
Tri-state output, active low. The memory request signal indicates that the address bus holds a valid address for a memory read or memory write operation.

IORQ
(Input/Output Request)
Tri-state output, active low. The $\overline{IORQ}$ signal indicates that the lower half of the address bus holds a valid I/O address for a I/O read or write operation. An $\overline{IORQ}$ signal is also generated with an $\overline{M1}$ signal when an interrupt is being acknowledged to indicate that an interrupt response vector can be placed on the data bus. Interrupt Acknowledge operations occur during M_1 time while I/O operations never occur during M_1 time.

RD
(Memory Read)
Tri-state output, active low. $\overline{RD}$ indicates that the CPU wants to read data from memory or an I/O device. The addressed I/O device or memory should use this signal to gate data onto the CPU data bus.

WR
(Memory Write)
Tri-state output, active low. $\overline{WR}$ indicates that the CPU data bus holds valid data to be stored in the addressed memory or I/O device.

RFSH
(Refresh)
Output, active low. $\overline{RFSH}$ indicates that the lower 7 bits of the address bus contain a refresh address for dynamic memories and the current MREQ signal should be used to do a refresh read to all dynamic memories.

HALT
(Halt state)
Output, active low. $\overline{HALT}$ indicates that the CPU has executed a HALT software instruction and is awaiting either a non maskable or a maskable interrupt (with the mask enabled) before operation can resume. While halted, the CPU executes NOP's to maintain memory refresh activity.

WAIT
(Wait)
Input, active low. $\overline{WAIT}$ indicates to the Z-80 CPU that the addressed memory or I/O devices are not ready for a data transfer. The CPU continues to enter wait states for as long as this signal is active. This signal allows memory or I/O devices of any speed to be synchronized to the CPU.

INT
(Interrupt Request)
Input, active low. The Interrupt Request signal is generated by I/O devices. A request will be honored at the end of the current instruction if the internal software controlled interrupt enable flip-flop (IFF) is enabled and if the $\overline{BUSRQ}$ signal is not active. When the CPU accepts the interrupt, an acknowledge signal ($\overline{IORQ}$ during M_1 time) is sent out at the beginning of the next instruction cycle. The CPU can respond to an interrupt in three different modes that are described in detail in section 5.4 (CPU Control Instructions).

NMI
(Non-Maskable Interrupt)
Input, negative edge triggered. The non maskable interrupt request line has a higher priority than $\overline{INT}$ and is always recognized at the end of the current instruction, independent of the status of the interrupt enable flip-flop. $\overline{NMI}$ automatically forces the Z-80 CPU to restart to location 0066H. The program counter is automatically saved in the external stack so that the user can return to the program that was interrupted. Note that continuous $\overline{WAIT}$ cycles can prevent the current instruction from ending, and that a $\overline{BUSRQ}$ will override a $\overline{NMI}$.

RESET
Input, active low. RESET forces the program counter to zero and initializes the CPU. The CPU initialization includes:

1) Disable the interrupt enable flip-flop

2) Set Register I = 00_H

3) Set Register R = 00_H

4) Set Interrupt Mode 0

During reset time, the address bus and data bus go to a high impedance state and all control ouput signals go to the inactive state.

BUSRQ
(Bus Request)

Input, active low. The bus request signal is used to request the CPU address bus, data bus and tri-state output control signals to go to a high impedance state so that other devices can control these buses. When BUSRQ is activated, the CPU will set these buses to a high impedance state as soon as the current CPU machine cycle is terminated.

BUSAK
(Bus Acknowledge)

Output, active low. Bus acknowledge is used to indicate to the requesting device that the CPU address bus, data bus and tri-state control bus signals have been set to their high impedance state and the external device can now control these signals.

Single phase TTL level clock which requires only a 330 ohm pull-up resistor to +5 volts to meet all clock requirements.

KICK-MAN
MCR II SYSTEM
P.C. BOARD JUMPER OPTIONS

VIDEO GENERATOR P.C. BOARD

MANUFACTURER	EPROM NO.	JW#1	JW#2	JW#3	JW#4	JW#5	JW#6	JW#7	JW#8
MOTOROLA	68764		*	*		*	*	*	*
	68766		*	*		*	*	*	*
INTEL	2764	*			*		*	*	
T. I.	2564		*	*		*			*

C.P.U. P.C. BOARD

MANUFACTURER	EPROM NO.	JW#1	JW#2	JW#3	JW#4	JW#5	JW#6	NOTE: JUMPER OPTION FOR PROGRAM ROMs ONLY.
NUMEROUS MFR'S	2532	*		*	*		*	
NUMEROUS MFR'S	2732	*		*	*	*		

SOUND I/O P.C. BOARD

MANUFACTURER	EPROM NO.	JW#1	JW#2
NUMEROUS MFR'S	2532	*	
NUMEROUS MFR'S	2732		*

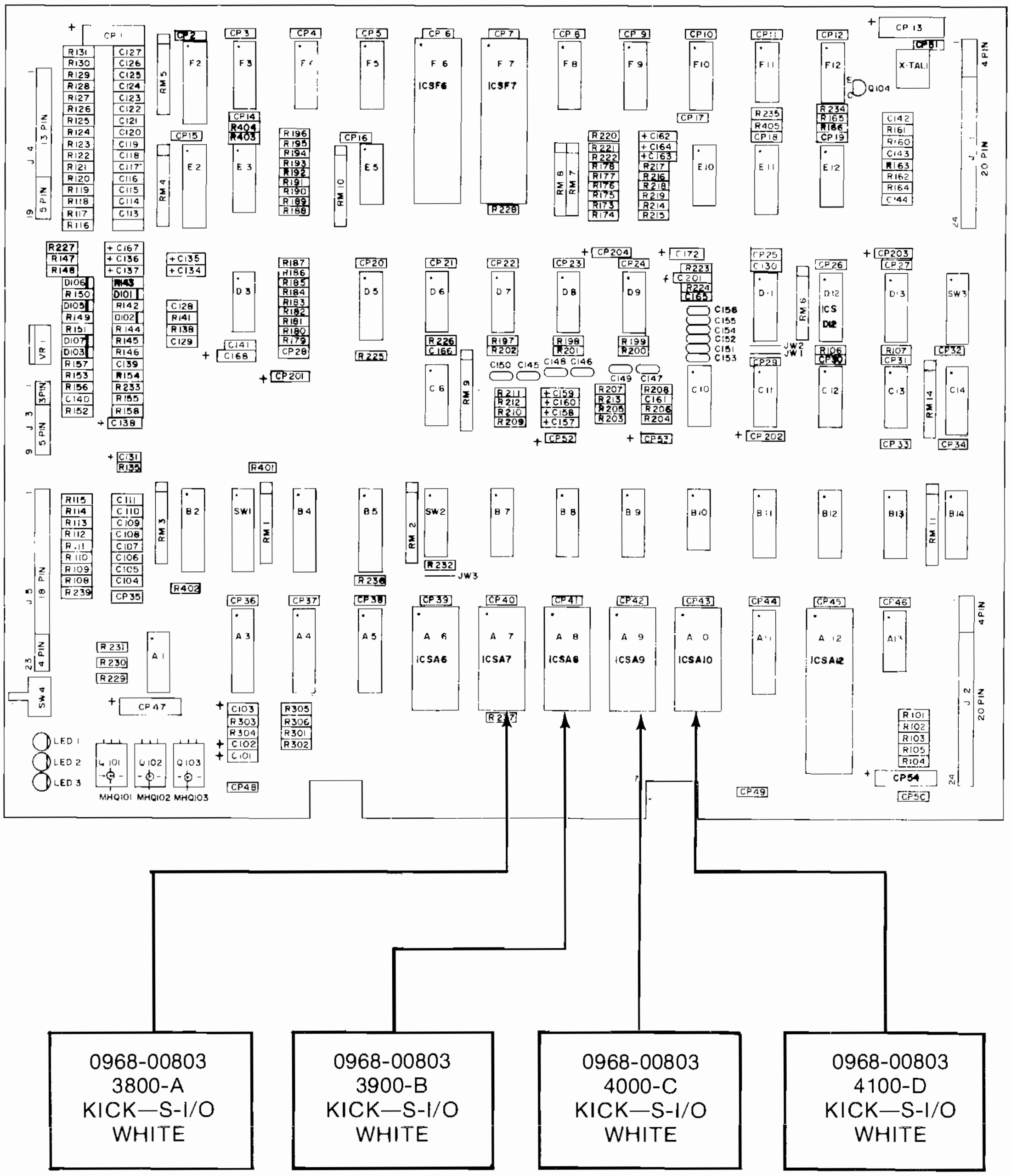
* = CUT JUMPER WIRES WHERE THIS SYMBOL "*" APPEARS.

The above table illustrates the fact that the Video Generator P.C. Board used in the MCR II System has 8 jumper wires, the C.P.U. P.C. Board used in the MCR II System has 6 jumper wires, and the Sound I/O P.C. Board used in the MCR II System has 2 jumper wires.

All of the above Boards can be used with a variety of different **SETS of EPROM chips.** However, these EPROMS are not all made by the same manufacturer and do have some internal differences. So, in order to make them function properly in their respective P.C. Boards, certain jumper wires on these Boards have to be cut.

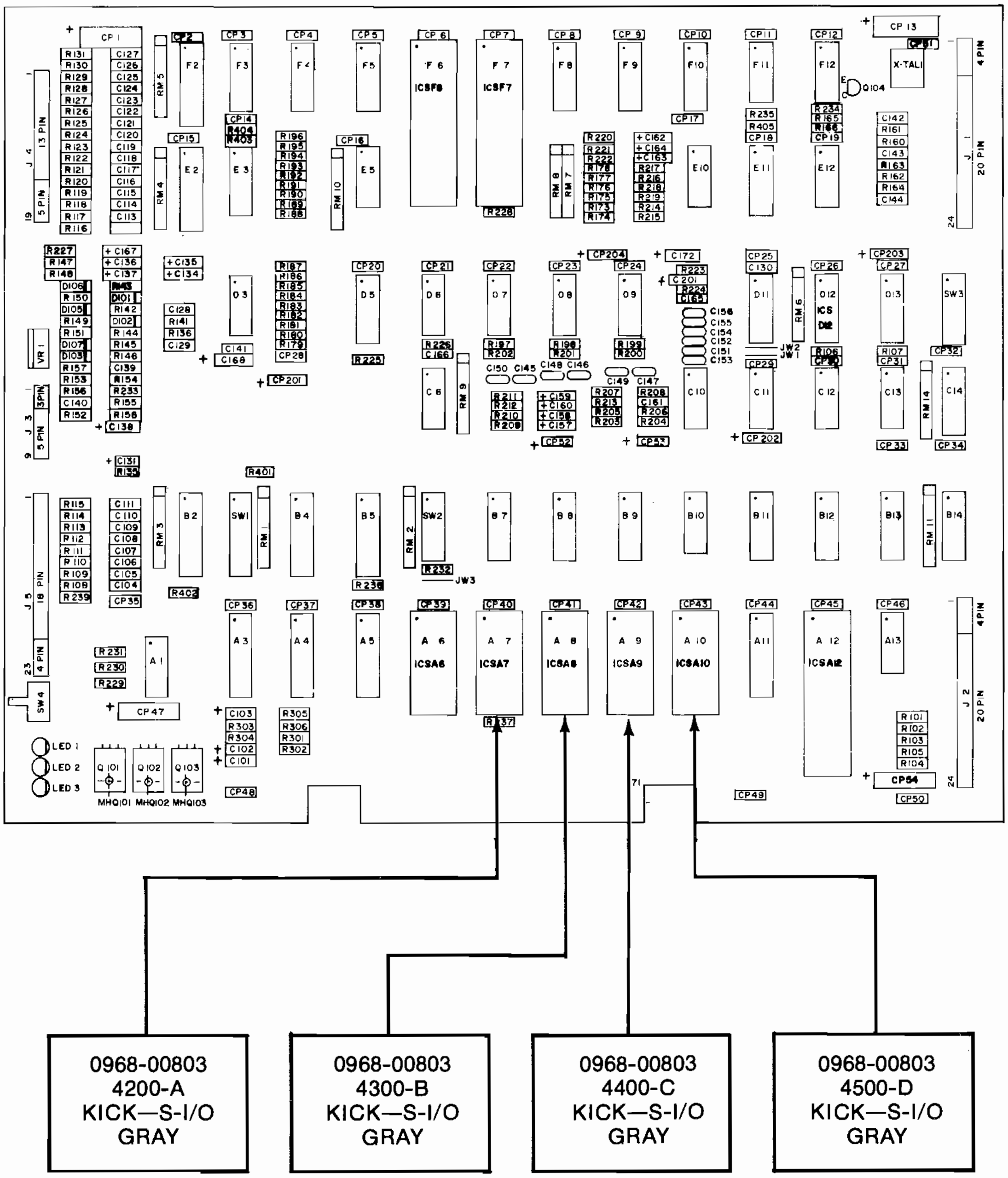
The above table tells you which jumpers to cut (depending on which EPROM set you're going to use) by showing a "*" under that jumper wires number. If there is **NO "*"** under a jumper wires number, THAT PARTICULAR JUMPER WIRE **IS NOT TO BE CUT.**

KICK-MAN — ALL MODELS
SOUND I/O BOARD EPROMS
VERSION NO. 1



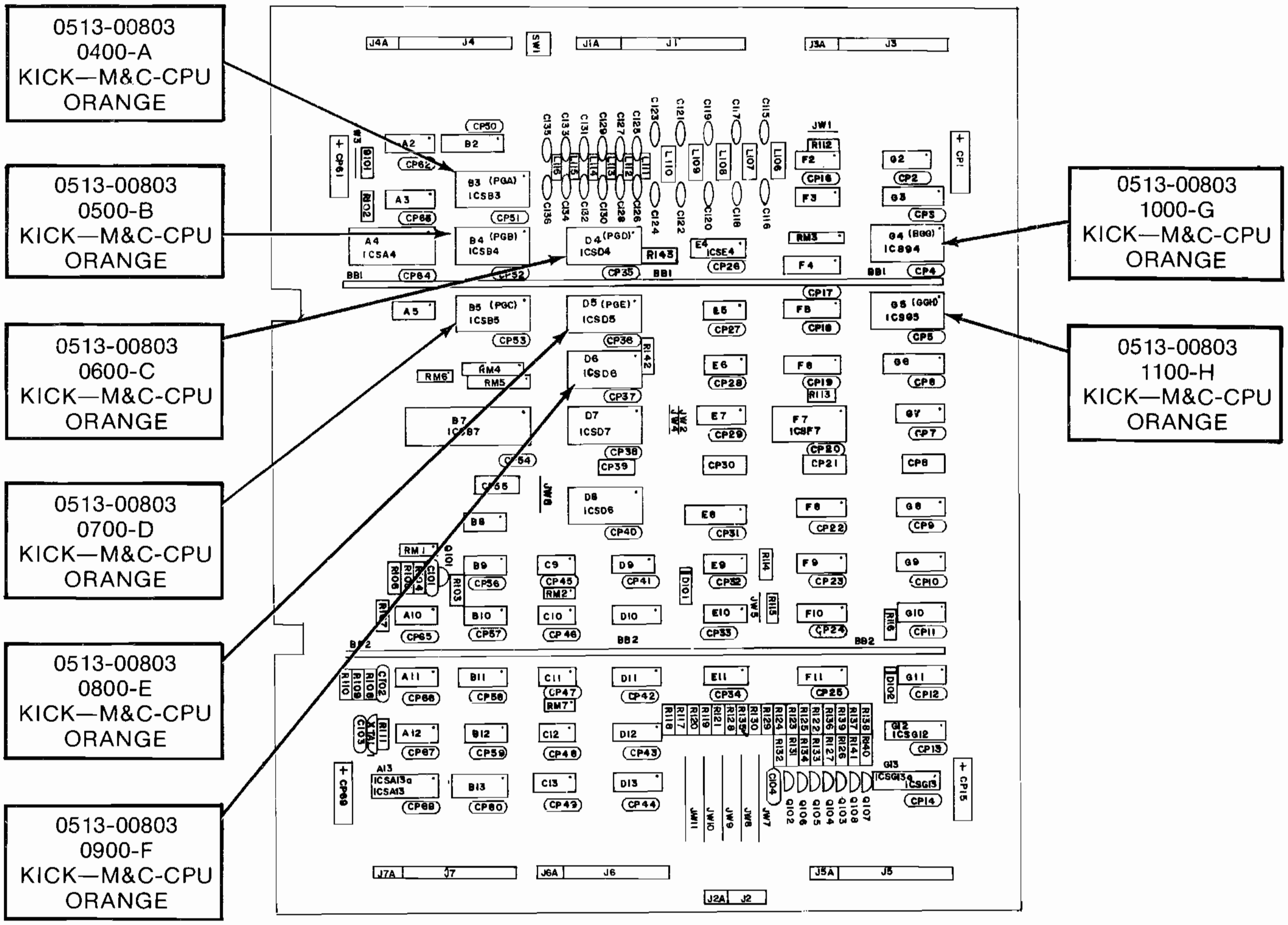
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN — ALL MODELS
SOUND I/O BOARD EPROMS
VERSION NO. 2



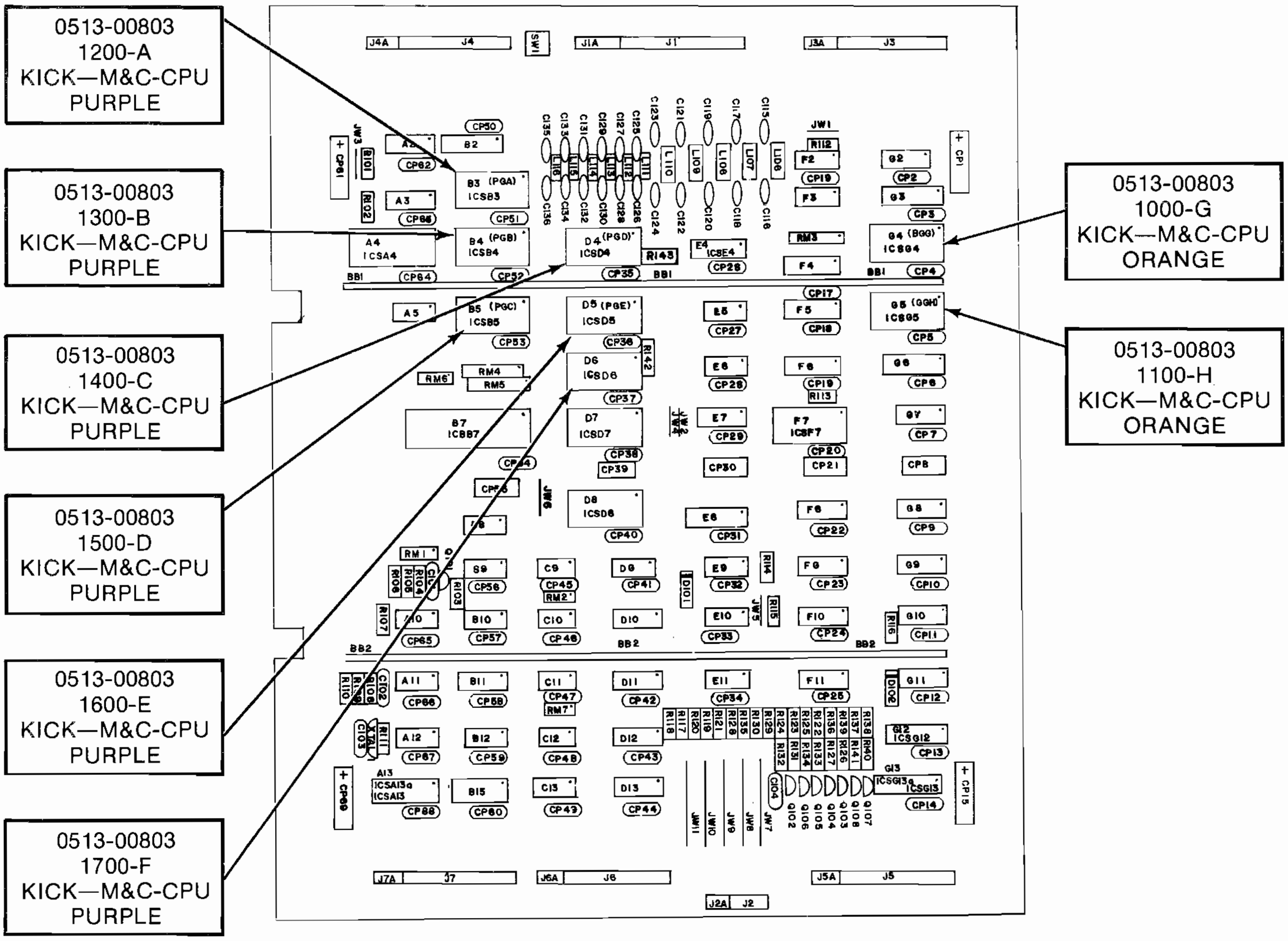
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN MINI AND COCKTAIL
CPU EPROMS
VERSION NO. 1



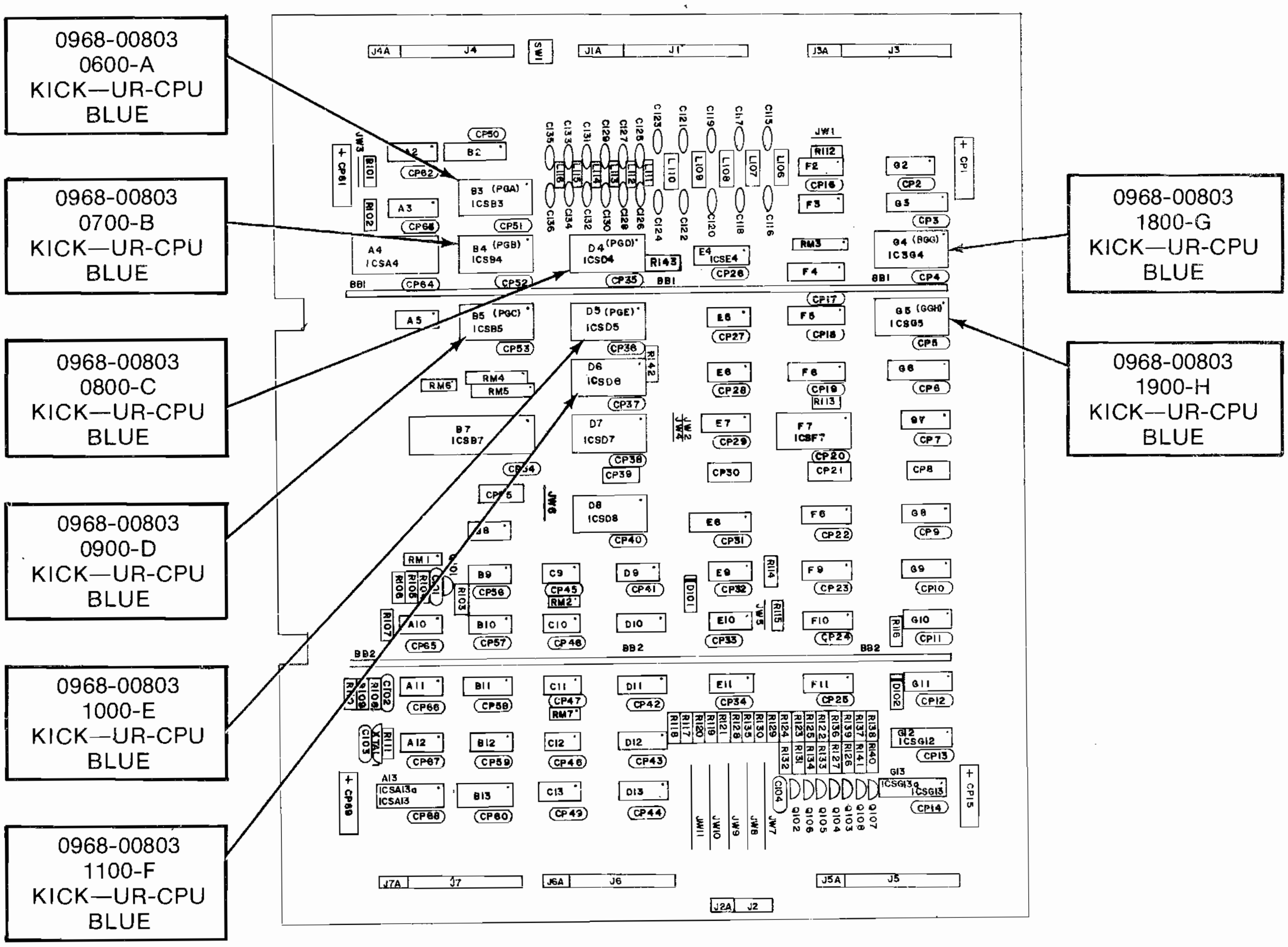
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN MINI AND COCKTAIL
CPU EPROMS
VERSION NO. 2



The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN UPRIGHT
CPU EPROMS
VERSION NO. 1



The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN UPRIGHT
CPU EPROMS
VERSION NO. 2

0968-00803
1200-A
KICK—UR-CPU
RED

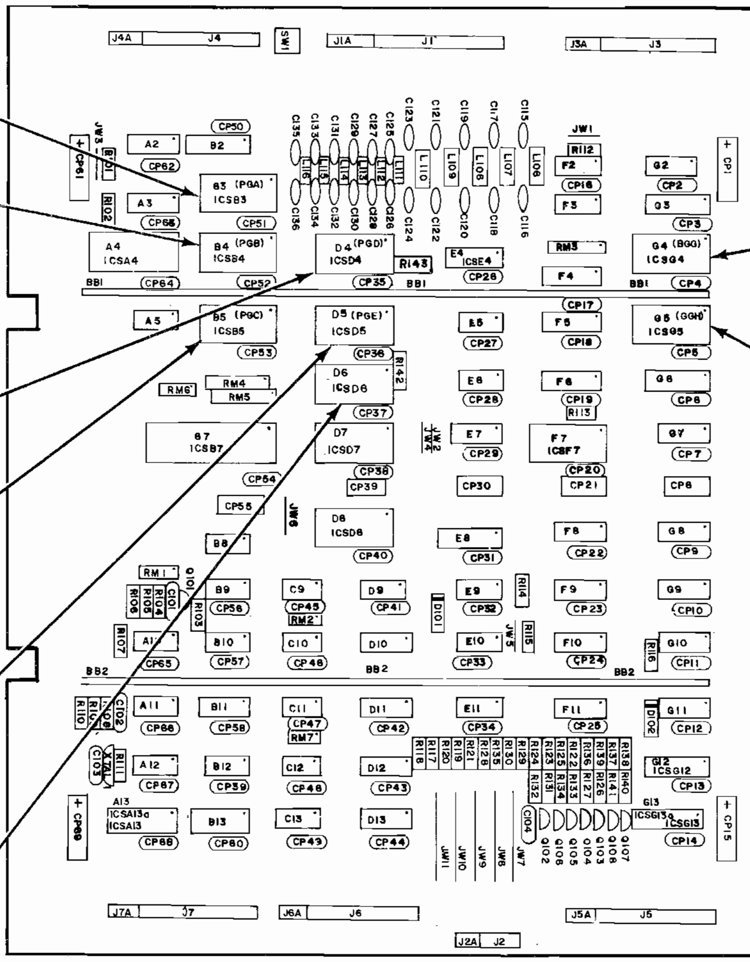
0968-00803
1300-B
KICK—UR-CPU
RED

0968-00803
1400-C
KICK—UR-CPU
RED

0968-00803
1500-D
KICK—UR-CPU
RED

0968-00803
1600-E
KICK—UR-CPU
RED

0968-00803
1700-F
KICK—UR-CPU
RED

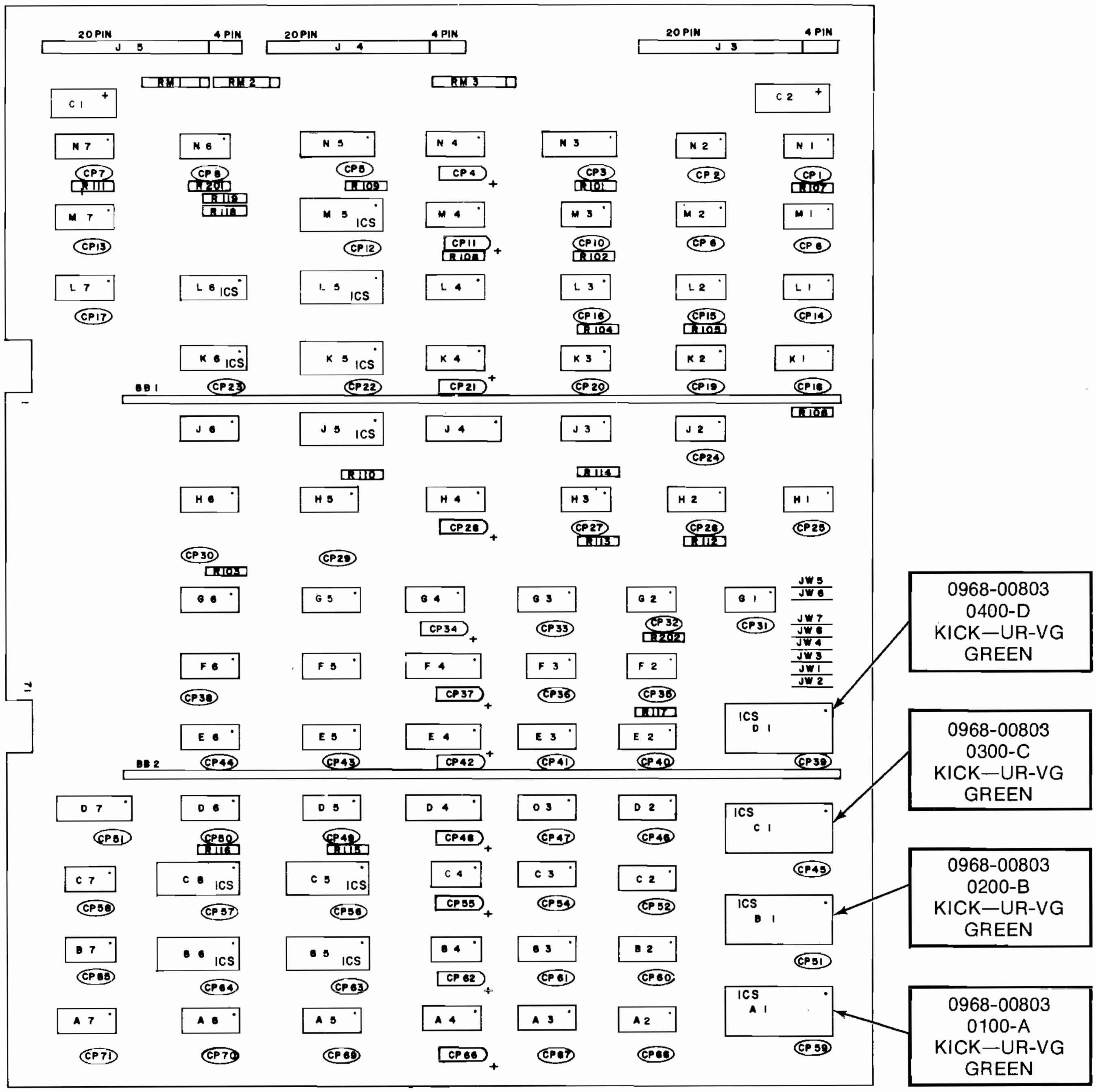


0968-00803
1800-G
KICK—UR-CPU
BLUE

0968-00803
1900-H
KICK—UR-CPU
BLUE

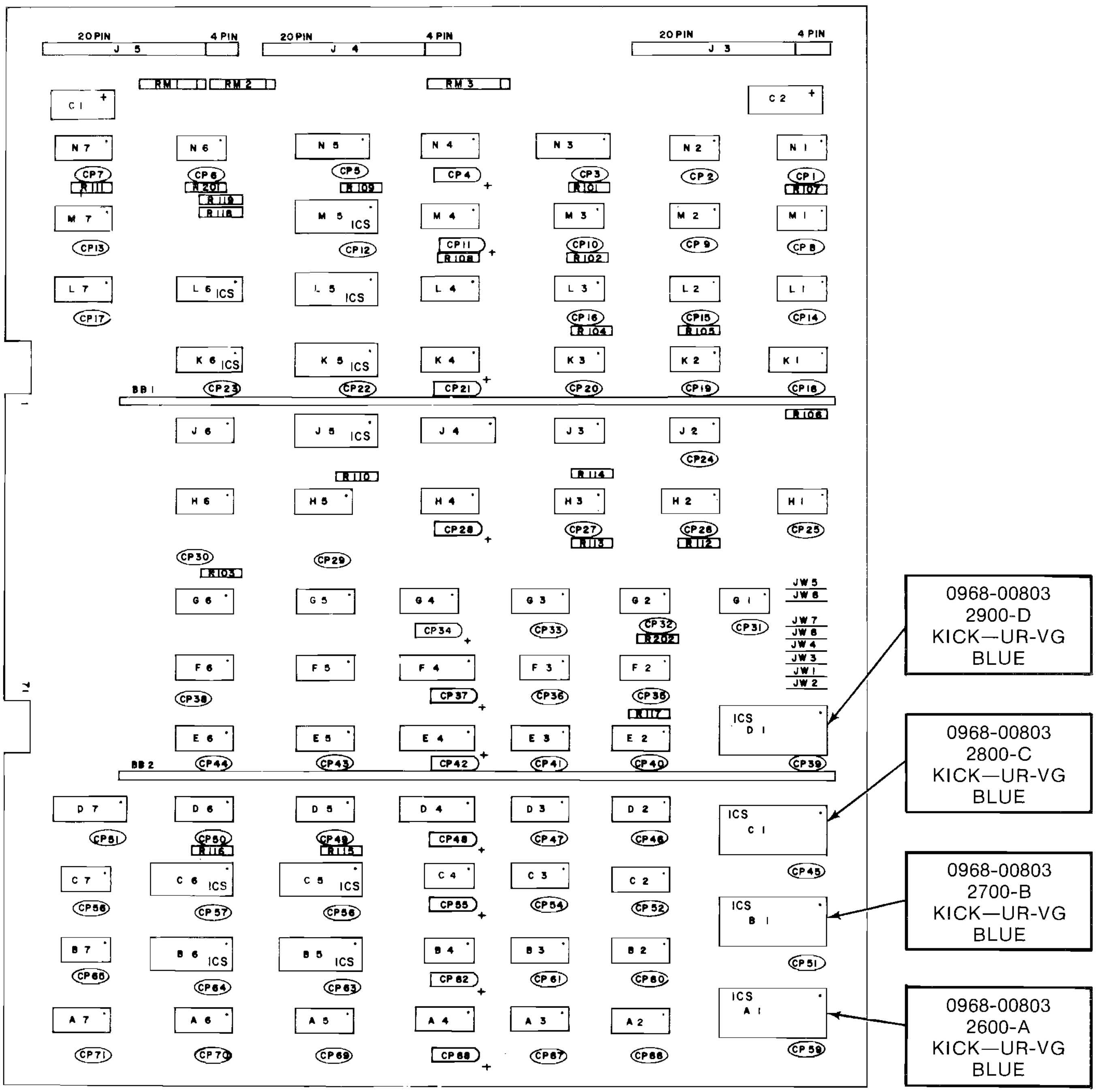
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN UPRIGHT
VID. GEN. EPROMS
VERSION NO. 1



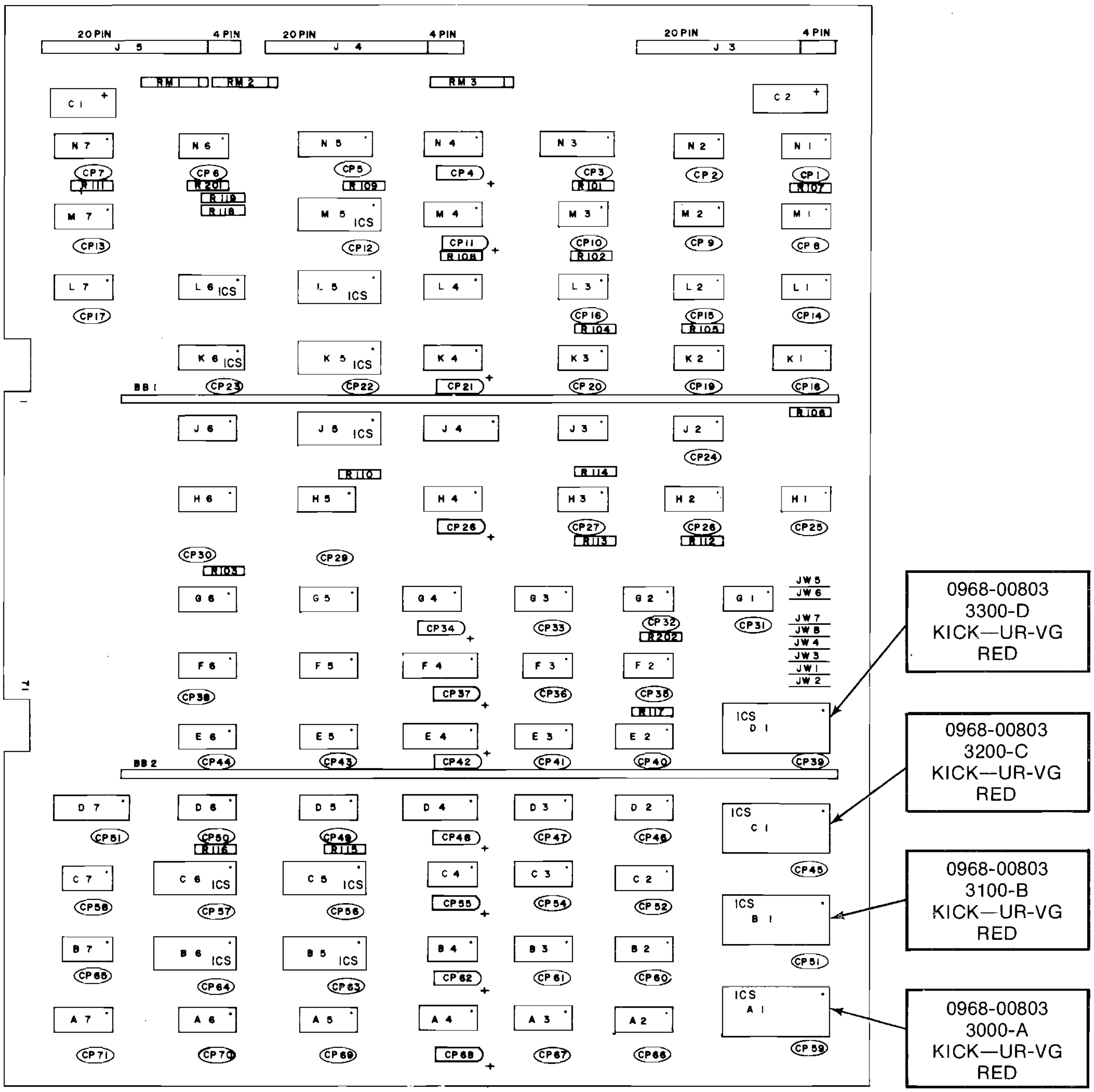
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN UPRIGHT
VID. GEN. EPROMS
VERSION NO. 2



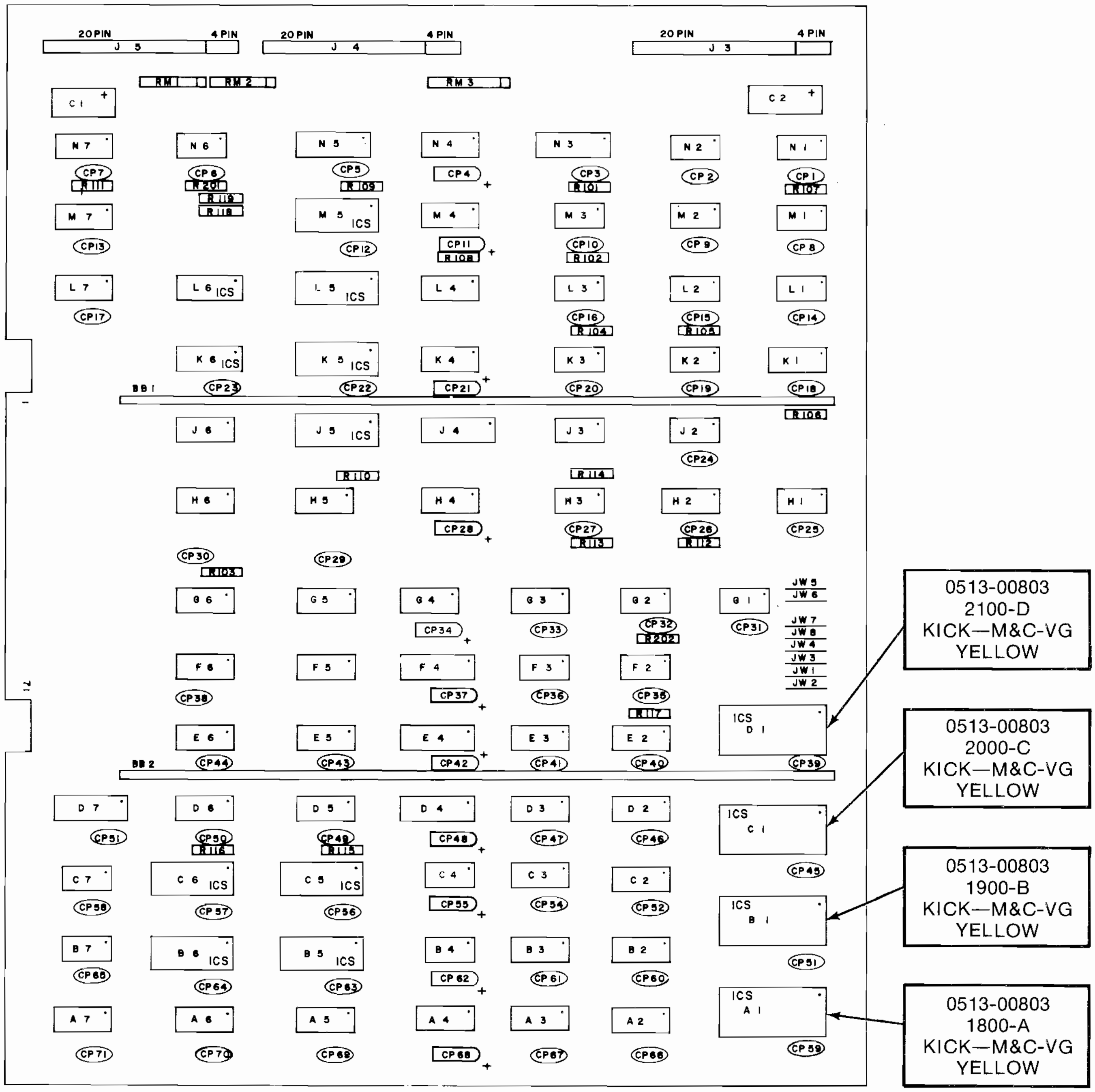
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN UPRIGHT
VID. GEN. EPROMS
VERSION NO. 3



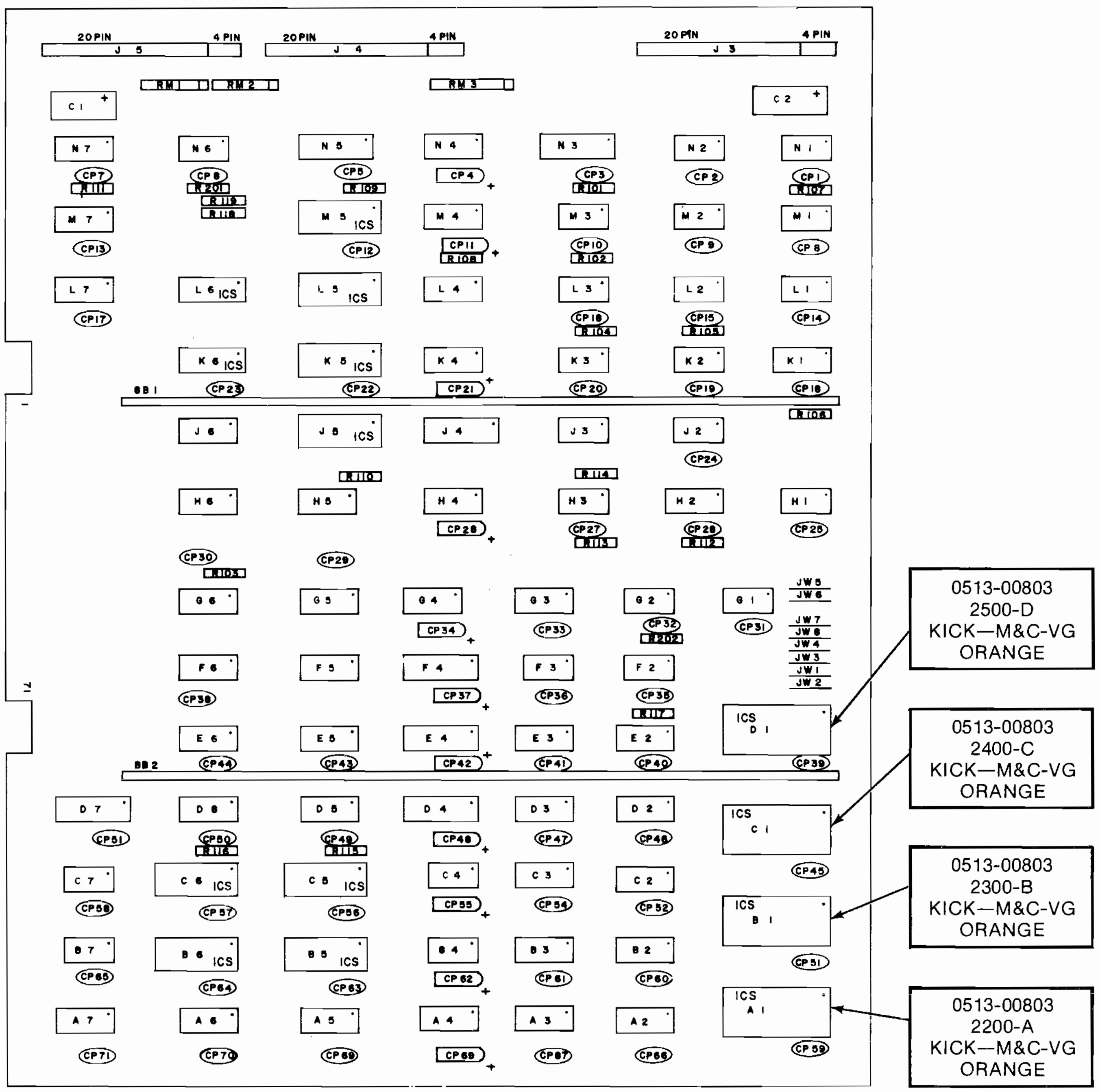
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN MINI AND COCKTAIL
VID. GEN. EPROMS
VERSION NO. 1



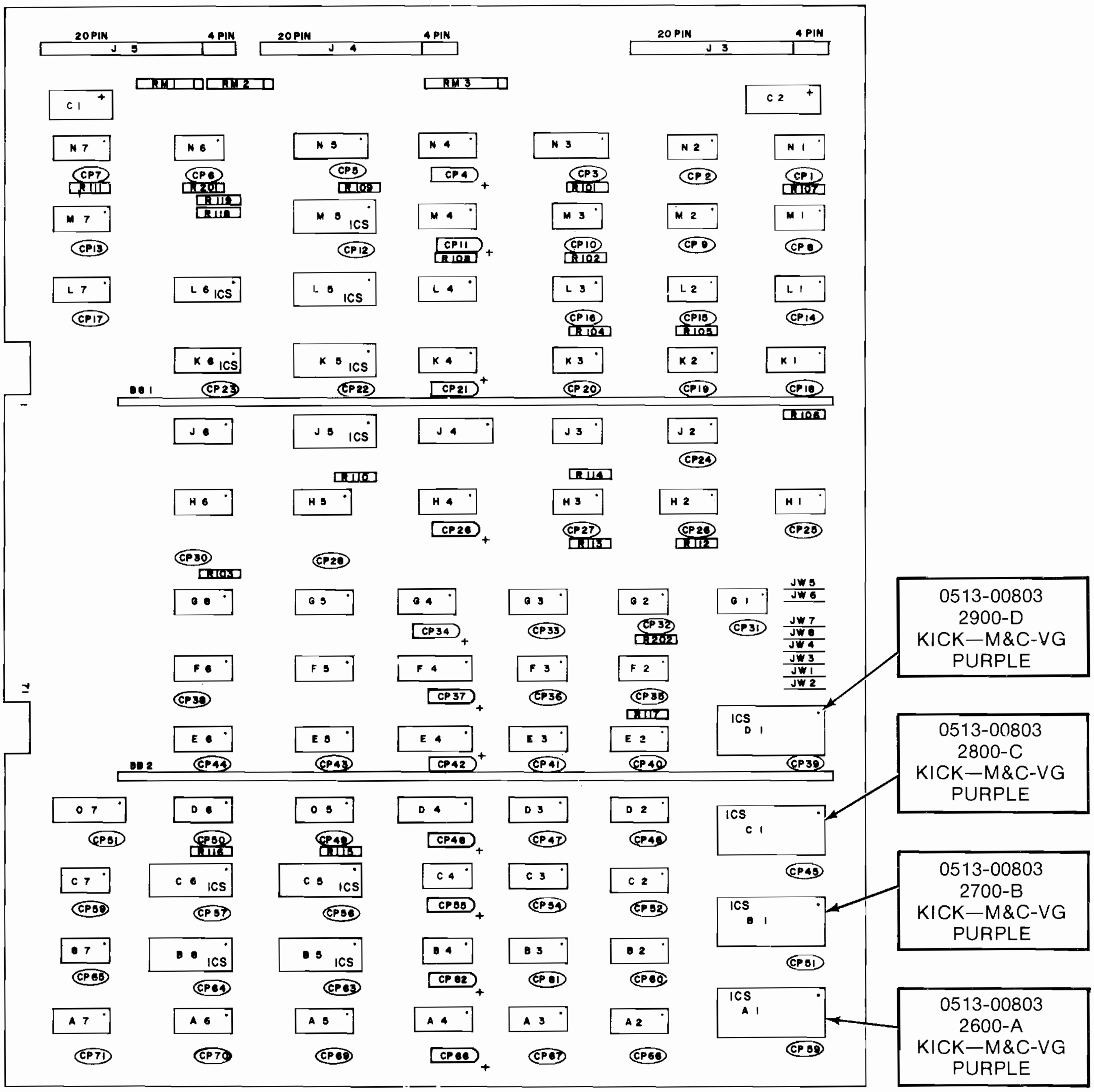
The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN MINI AND COCKTAIL
VID. GEN. EPROMS
VERSION NO. 2



The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

KICK-MAN MINI AND COCKTAIL
VID. GEN. EPROMS
VERSION NO. 3



The above **EPROM COMBINATIONS** (indicated by **LABEL NUMBER AND COLOR**) are the **ONLY** ones that will enable this P.C. BOARD to **FUNCTION PROPERLY!!**

PLEASE NOTE:

THE INFORMATION CONTAINED IN THIS SECTION IS TOLD IN AN EASY TO UNDERSTAND MANNER AND IS INTENDED TO AID THOSE WITHOUT AN ELECTRONICS DEGREE IN TROUBLESHOOTING AND REPAIRING THEIR GAMES T.V. MONITOR.

IF YOU READ THROUGH THIS SECTION AND STILL HAVE QUESTIONS, PLEASE CONTACT YOUR DISTRIBUTOR OR MIDWAY MANUFACTURING COMPANY AT THE TOLL FREE NUMBER PROVIDED WITH YOUR GAMES PAPERS.

OUR STAFF AND OUR DISTRIBUTORS STAND READY TO HELP YOU!

THANK YOU

VI T.V. Monitor

Color T.V. Monitor

Introduction: (How to use this section of your manual.)

This section has been designed to simply familiarize you with one of the more mystical components in your game — the T.V. monitor. If you are an electronics technician who is quite knowledgeable on the subject, you may decide to just go to the schematics and start troubleshooting the defective monitor. But if you are like most people, a monitor is a T.V. set, and that means a complex doo-dad that means big buck repairs. This isn't necessarily so. This section of the manual will acquaint you with the monitor and could just help you repair it if you feel adventurous enough to give it a try. If you have any knowledge of electronics, especially the use of a voltmeter, the repairs you can make are astonishing. Just keep in mind that **ELECTRICITY CAN BE VERY DANGEROUS, SO BE CAREFUL!!**

If you want to understand how a monitor works, just read the "THEORY OF OPERATION" subsection. If you wish, you can follow along with the schematics. The information is presented in a very basic manner but more complete treatment of the subject can be found in the technical sections of bookstores.

If you want to attempt to repair your monitor, it would be a good idea to read this whole section beginning to end before starting. **Pay attention to all warnings and take them seriously**. The more equipment you have the better, but a low cost Volt-Ohm-Milliameter can often do the trick. Here are the steps to take:

1. Find the symptom that matches the problems your monitor has in the "SYSTEM — DIAGNOSIS" subsection. The diagnosis tells the circuit or area the problem may be in and possibly even the actual component causing it.
2. Once you have the circuit that is causing the trouble, read the "TROUBLESHOOTING" subsection to learn the procedure for finding the bad part.
3. Next, go to the schematic section and find the schematic that matches your monitor. It may be helpful to read the "DIFFERENCES BETWEEN MONITORS" subsection if you are unsure of which monitor you have. Use the schematic to see what parts are in the offending circuit.

That really is all there is to it. Just remember that there are some bizarre or rare symptoms not covered, or that a monitor may have two or more different problems that only a genius, the experienced, or an experienced genius can figure out. But be patient, follow safety precautions, and remember that there is also literature available from the monitor companies through your distributor or from Midway Manufacturing Company on request. (There is a toll free number on the back side of the front cover of this manual.)

Symptom Diagnosis

1. **Insufficient width or heighth:**
   A. Horizontal line (due to VERTICAL CIRCUIT DEFECT).
   - Bad yoke.
   - Bad vertical output section.
   - Open fusible resistor in vertical section.
   - Bad height control.
   - Bad flyback.

   B. Vertical line (due to HORIZONTAL CIRCUIT DEFECT).
   - Bad yoke.
   - Open width coil.
   - Open part in horizontal output section.
2. **Picture spread out too far or crushed in certain areas:**
   A. Horizontal or vertical output transistor.
   B. Bad component in output circuitry.
3. **Line too close with black spacing:**
   A. Problem in vertical section causing poor linearity.
4. **Poor focus and convergence:**
   A. Bad high voltage transformer ("flyback") or control.
   B. Focus voltage wire not connected to neckboard terminal.
5. **Colors missing; check:**
   A. Interface color transistors.
   B. Color output transistors.
   C. Cracked printed circuit board.
   D. Color circuits.
   E. Video input jack.
6. **Picture not bright enough:**
   A. Weak emission from picture tube. (Turn horizontal sync off frequency and put brightness all the way up for about 15 minutes. Occasionally this cures the problem.)
7. **Silvery effect in white areas; check:**
   A. Beam current transistors.
   B. Weak picture tube emission.
8. **Too much brightness with retrace lines; check:**
   A. Beam limiter transistors.
   B. Brightness and/or color blanking control set too high.
9. **Increasing brightness causes an increase in size and poor focus.**
   A. Weak high voltage rectifier or regulation (high voltage unit).
10. **Small picture and/or poor focus:**
    A. Low B+ voltage (power supply trouble).
11. **Vertical rolling:**
    A. Vertical oscillator transistor, IC, or circuit.
    B. No sync from logic board.
12. **Horizontal line across center:**
    A. Vertical output circuit is dead (see symptom No. 1. A.).
    B. Vertical oscillator is not putting out the right wave form.
13. **Picture bends:**
    A. Horizontal sync needs adjusting.
    B. Magnetic or electromagnetic interference.
14. **Flashing picture, visable retrace lines:**
    A. Broken neck board.
    B. Internal short circuit in the picture tube (arcing).
15. **Unsymmetrical picture or sides of picture:**
    A. Defective yoke.
16. **No brightness, power supply operating — No high voltage for the picture tube; check:**
    A. Horizontal oscillator.
    B. Horizontal amplifier and output.
    C. Flyback transformer (high voltage unit).
17. **No brightness, high voltage present; check:**
    A. Heater voltage to the tube at the neck board.
    B. Screen-grid voltage for the tube.
    C. Focus voltage.
    D. Grid to cathode picture tube bias.
18. **No high voltage; check:**
    A. For AC input to the "flyback".
    B. Horizontal deflection stages.
    C. Flyback transformer.
    D. Yoke.
    E. Power supply.
19. **No horizontal and vertical hold; check:**
    A. Sync transistors and circuit.
    B. Wires and jack from logic board to the monitor.
20. **Wavey picture — (power supply defect); check:**
    A. Transistors, diodes, electrolytic capacitors in the power supply.

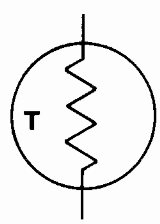
21. **Moving bars in picture:**
   A. Ground connector off between monitor and logic boards.
   B. Defect in the power supply (see wavy picture symptom).

22. **Washed out picture (see picture not bright enough):**
   A. Check video signal at the cathode pins with an oscilloscope. If there is about 80 volts peak to peak, the picture tube has weak emission.

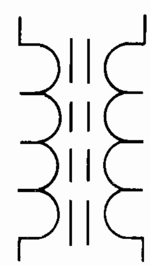
23. **Monitor won't turn on:**
   A. Problem in the power supply: Check fuse, transistors, open fusible resistor.
   B. Shorted horizontal output transistor.
   C. Defective high voltage disabling circuit.
   D. Crack(s) somewhere on main chassis board.

24. **Can't adjust purity or convergence:**
   A. Use a degausser to demagnetize the picture tube carefully following your degausser's instructions.
   B. Picture tube defective.
   C. Metal foreign material is in picture tube shield.
   D. Nearby equipment is electromagnetically interferring.
   E. The poles of the earth are pulling off the purity.
   F. Poor focus or width of picture.

Guide To Schematic Symbols



THERMISTOR
(POLARITY DOESN'T MATTER)



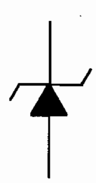
IRON CORE TRANSFORMER
(SUCH AS A FLYBACK)



INDUCTOR, COIL, CHOKE
(POLARITY DOESN'T MATTER)



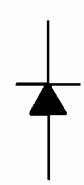
FUSE
(POLARITY DOESN'T MATTER)



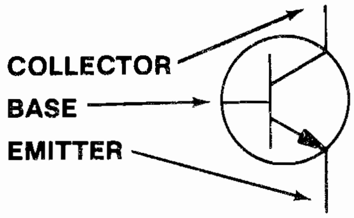
(-) CATHODE
(+) ANODE

ZENER DIODE

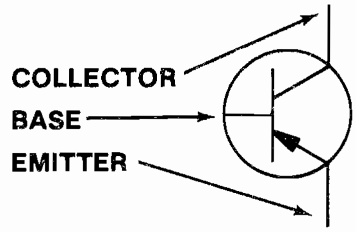
CATHODE (-)
ANODE (+)



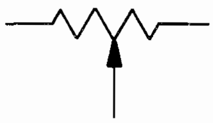
DIODE



NPN TRANSISTOR



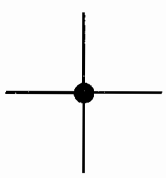
PNP TRANSISTOR



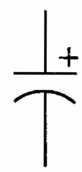
VARIABLE RESISTOR, POT, CONTROL
(POLARITY DOESN'T MATTER)



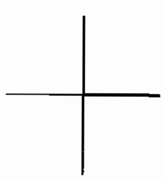
RESISTOR
(POLARITY DOESN'T MATTER)



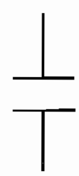
LINES ARE CONNECTED



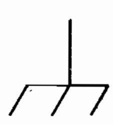
ELECTROLYTIC CAPACITOR



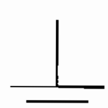
LINES ARE NOT CONNECTED



CAPACITOR
(POLARITY DOESN'T MATTER)



OR



GROUND

Troubleshooting

Troubleshooting monitors requires experience, patience, **and luck**. The first step is to match the symptom the monitor displays to the diagnosis next to it in the "SYMPTOM-DIAGNOSIS" subsection. This will pinpoint the circuit the problem is probably in, and often the parts to check. Next, the circuit should be visually inspected to see if there are any parts broken, burned, or if something is there that shouldn't be, like a loose screw, etc. Some parts go bad before others and should be checked first. In fact, following is the general order in which parts usually go bad:

1. Semiconductors (like transistors, diodes, and integrated circuits).
2. Fusible resistors.
3. Electrolytic capacitors.
4. Resistors.
5. Capacitors and coils.

Always remember that a monitor can bite like a snake. Even when it is turned off, capacitors hold voltage and will discharge it to you should you be touching chassis ground. The picture tube or CRT, itself, is a giant capacitor, so avoid the flyback anode plug hole. With the monitor on, the power supply circuit and/or the flyback, which puts out at least 18,000 volts, **CAN BE KILLERS!!** Avoid handling power transistors (usually output transistors), yoke terminals, and other high power components when the monitor is on.

WARNING: That picture tube is a bomb! When it breaks, first it implodes, then it explodes. Large pieces of glass have been known to fly in excess of 20 feet in all directions. **DO NOT** carry it by the long, thin neck. Discharge its voltage to ground by shorting the anode hole to ground. Use a plastic handled screwdriver, connect one end of a wire with an alligator clip at each end to chassis ground and the other end to the metal shaft of the screwdriver. Using ONE HAND ONLY (put the other in your pocket) and touching ONLY the plastic handle of the screwdriver **(DO NOT TOUCH THE METAL SHAFT)** stick the blade of the screwdriver into the anode hole. Be prepared for a fairly loud pop and a flash. The longer the monitor has been turned off, the smaller the pop and dimmer the flash. But **BE CAREFUL**, picture tubes will hold a very healthy charge for at least **a week** if not longer. Even after you've discharged it once, it may still carry a residual charge. It's better to be too careful than dead, which is why electronic equipment always carries stickers referring servicing to qualified personnel. Handle the side with the viewing screen against your chest when changing it. **ALWAYS** wear safety goggles when handling the picture tube.

To maintain the safety and performance of the monitor, always use exact replacement parts. For instance, the wrong components in the power supply can cause a fire, or the wrong color transistor may give a funny color to the picture. Service your monitor on a nonconductive firm table like wood, **NOT METAL,** and take off all of your jewelry just in case. With all this in mind, you are ready to begin troubleshooting.

Observe the picture carefully. Try to vary the appropriate control that would most likely affect your particular symptom. For example, if there is poor brightness or no picture, try turning up the brightness or contrast control. If the controls have no effect at all, chances are there is trouble with the control itself, the circuit it controls, or a nearby circuit that may be upsetting voltages. Go to the list of symptoms and determine with the schematic where the bad circuit is.

CAUTION:

Keep in mind that capacitors hold a charge as can the picture tube (for at least a week and usually longer), and could shock you.

First, check for obvious visual defects such as broken or frayed wires, solder where it is not supposed to be, missing components, burned components, or cracked printed circuit boards. If everything looks good up to this point, make sure that diodes, electrolytic capacitors, and transistors have their leads connected in the right polarity as shown on the schematic and the circuit board.

Turn on the power and measure the voltages at the leads of the active devices such as tubes, transistors, or integrated circuits. Any voltage that does not come within at least 10% to 15% of the voltage specified on the schematic indicates either a problem with that device or a component connected with it in the circuit. The next step is to use the ohmmeter to narrow down the field of possible offenders.

To test a transistor, one lead of the ohmmeter is placed on the base; and the other lead placed just on the emitter, then on the collector. A normal transistor will read either high resistance (infinite), or little resistance (400 to 900 ohms), depending on the polarity of this type transistor. Then the leads should be switched, one remaining on the base, and the other switched from the emitter to the collector. Now the opposite condition should result: the resistance should be infinite if it was lower when the other lead was on the base. Consistantly infinite readings indicate an open, and a short is demonstrated by 0-30 ohms on most of these test readings. Finally, place one lead on the collector, then the other on the emitter. No matter which lead is used, there should be infinite resistance. Any lower reading, such as 50 ohms (which is typical on a bad transistor), indicates a short.

This all sounds pretty confusing, but a little experience on a good transistor will make you an expert in no time. Usually, the lowest ohmmeter setting is used for testing transistors. Once in a great while a transistor may check out good on this test, but may actually be "leaky" or break down only on higher voltages. If in doubt, change it. It is also wise to check the transistor out of the circuit just in case some component in the circuit is affecting the ohmmeter reading.

A diode is tested like a transistor except it only has two leads. Again, there should be high resistance one way and little resistance the other. If it tests bad, take one lead out of the circuit in case some component is messing up the ohmmeter reading.

NOTE: **DO NOT** leave soldering equipment on the leads too long since all semiconductors, especially integrated circuits, are easily destroyed by heat.

Without special equipment, integrated circuits are checked by verifying the proper DC voltage on the pins and the correct AC wave form using an oscilliscope. **BE CAREFUL:** Shorting their pins can easily destroy them.

Resistors are checked with an ohmeter and should usually be within ten percent of the value stated on them and on the schematic. You may have to desolder one lead from the printed circuit board. If you wreck the foil on the board, carefully solder a small wire over the break to reconnect the conductive foil.

Capacitors are tricky. Their resistance goes up when checked with an ohmmeter which shows a charging action. As they suck up current from the meter, the voltage goes up and so does the resistance. If you are sure a particular circuit is giving you a problem and everything else checks out O.K., Electrolytic capacitors are prime suspects. Substitute a new one and keep your fingers crossed.

Theory of Operation

To understand what goes on inside the monitor, large general groups of circuits will be examined instead of laboriously analyzing the branches and small circuits that make up these groups. This will help avoid confusion and aid in a basic, concrete, knowledge of what makes up a monitor.

THE POWER SUPPLY —

The AC going to the monitor from the game transformer is just like the voltage and current from your wall outlet. It jumps up and down going positive and negative sixty times a second. But a monitor needs nice, smooth DC; direct current, not alternating. So diodes chop up the AC and a big electrolytic capacitor filters it out to make it even smoother. Since the monitor is a big piece of electronic equipment, with many circuits demanding a lot of power from the power supply, there are also zener diodes and transistors to help maintain a nice, constant, smooth voltage so that the monitor circuits don't jump around. And this is what happens when you see a wavy picture. There is AC creeping through the power supply, so it must be malfunctioning. If the voltage from the power supply is too low, the other circuits will be starved for power and you may see a small, wavy picture, or none at all.

Some circuits receive voltages that are higher than what the power supply should put out. But they come from the flyback transformer which will be discussed later.

THE INTERFACE SECTION OF THE CHASSIS —

The interface section of the chassis is fairly easy to identify. It is right by the place where the video jack(s) from the logic board(s) plug into. There are sets of transistors that receive the separate red, green, blue, and sync information from the cables that come from the logic boards. The circuits jack up the voltage and match impedances, or in other words, prepare the logic board outputs for the circuits that will really amplify them for the output devices such as the yoke in the case of the sync, or the picture tube that shows the colors.

An interesting aside is that our sync is composite negative sync. That means two things:

1. The sync is a negative going wave form.
2. There are two pulses going at different speeds over the same wire:
   a. Vertical wave forms at 60 times per second (or Hertz) and
   b. Horizontal wave forms at about 15,750 times per second (Hz).

The sync is amplified by a sync amplifier transistor and sent on its way to the oscillators. The sync or timing information will be explained along with the oscillator shortly.

The color information is sent via wires to the neck board where the main amplification occurs. This will also be discussed later.

VERTICAL AND HORIZONTAL DEFLECTION —

After the sync signal is amplified by the sync amp, it goes to two different sections, the vertical and horizontal circuits. Basically, the sync signals are for timing so the picture doesn't mess up since it is assmebled like an orderly jigsaw puzzle, but so fast that you can't see the electron beams for each color painting the picture on the screen. This will all become clear soon. For now, we will follow the 60 cycle component of the sync as it goes on its journey to the deflection yoke.

The 60 cycle pulse goes to the vertical oscillator to make sure this circuit goes back and forth (or oscillates) at 60 times a second. Without this pulse keeping the circuit at the correct speed, it may get lazy and oscillate at 58 cycles or lower, or get ambitious and oscillate at 62 cycles or higher. At the wrong speed, the picture will start to roll up or down.

A Wells Gardner 13" or 19" color monitor uses transistors for its sync section. An Electrohome 13" or 19" color monitor uses an integrated circuit IC501 for its sync section. The idea is all the same. The output to the vertical amplifying transistors for all monitors must be a sawtooth wave form, sort of like a bunch of pyramids, racing to the yoke's vertical coils at 60 times a second.

Along the way to the output transistors, the 60 cycle pulse is shaped and amplified to do the job: the yoke magnetically pushes the electron beam to fill the screen out sideways looking at the screen with the greatest length going up and down. Or viewing the screen sitting like a home television set. The amplified vertical output fills the screen up and down. Watching a monitor like this, seeing only a horizontal line means a problem with the vertical coils of the yoke or anything from the vertical output section on back to the oscillator.

The horizontal section is very similar with a few exceptions. The horizontal wave shape is more like a square and has a frequency of 15,750 cycles a second. Again, Wells Gardner uses transistors for the horizontal oscillator, and Electrohome uses the other side of IC501. Still, the effect is the same. If the oscillator isn't going at the correct speed, the picture may move sideways, start to slant, or tear up with slanted thin figures. With both the vertical and horizontal of all monitors, there are variable resistors that change the speed of the oscillators up and down. This way you have controls that can make the correct frequencies to keep the electronic jigsaw puzzle nicely locked in place. If you're driving in a car and next to you someone else is driving their car at exactly the same speed, it will appear that they are not moving. And this is why the sync frequency and the oscillators frequencies must match, so the picture doesn't appear to move.

The correct wave form is shaped and amplified in the circuitry just like in the vertical section. But the horizontal output transistor is a large power transistor and not only serves to give current to the horizontal yoke windings, it also feeds the flyback transformer.

THE FLYBACK TRANSFORMER (OR HIGH VOLTAGE UNIT) —

The picture tube needs high voltage to light up, and the power supply can't meet this demand. The flyback transformer receives current alternating at about 15,750 times per second from the horizontal output transistor. The "flyback" jacks up its input voltage and puts out a higher voltage alternating at the same speed. But, in your "flyback" there are diodes that chop up the alternating voltage to make it a smooth DC output just like in the power supply. This is what goes through that thick red wire to your picture tube. THIS AREA HAS ABOUT 18,000 VOLTS ON IT **AND IT CAN KILL YOU!!**

The "flyback" may be dangerous, but it is also generous. It has extra output windings which give voltage to the heater pins of the picture tube, voltage for the vertical deflection circuits, and picture tube screen-grid voltage. So in a way, the high voltage "flyback" is like a second power supply.

COLOR CIRCUITS

The color circuits are pretty straight forward. The signals go into the interface section where some amplification and impedance matching occurs. These circuits are pretty sparse and simple. Each color just has two transistors and a diode with some resistors and capacitors. From here, the AC color signal is sent by wires to the neck board.

The color output circuits are on the neck board. The color signals going to the transistors are controlled by two variable resistors called drive controls. There only two, one for the red and one for the green. The

blue doesn't have one. In the emitter part of each transistor is another variable resistor that is the cut off control. These controls vary the amount of amplified AC signal that goes to the cathodes of the picture tube. The more signal, the more color. The bases of each of these transistors are connected together and are all connected to the blanking and beam limiting transistors which are in the interface section.

The beam limiter helps control the brightness level, and the blanking transistor rapidly turns the picture tube on and off so that retrace lines don't show up on the screen. By turning up the brightness on a good monitor, these four to six retrace lines can be seen slanting diagonally across the picture.

PROTECTION CIRCUIT —

To protect the high voltage section against voltages that are too high coming from the power supply which could cause X-rays to be emitted from the "flyback", a circuit senses the higher power supply voltage, and using a transistor, turns off the horizontal oscillator. Since the horizontal oscillator doesn't work, the horizontal output transistor has nothing to feed the "flyback" which in turn has nothing to feed the picture tube. The monitor will be silent, have no picture, and will appear to be off. **But don't be fooled.** There is still that excessive amount of voltage coming from the power supply. To find out, check the emitter on TR502 of the Wells Gardner monitors; or the emitter of X04 for the Electrohome monitor. Here are the voltages you should receive:

Wells Gardner = 127VDC
Electrohome = 120VDC

The best place to measure this voltage on an Electrohome monitor is at a pin marked B1 on the chassis. This is because a 13 inch color Electrohome monitor, the G07-FB0 or G07-902, has an integrated circuit and very little else in the power supply. Still, there should be 120VDC at B1.

THE PICTURE TUBE (OR CRT) —

The picture tube or CRT is an output device. In other words, the end result of the circuits work is displayed by this part. Actually, the output of other circuits is in the neck of the picture tube.

First, there is the heater. The heater boils off electrons from the cathodes so that they (the electrons) shoot up to the screen to excite the phosphors so that the three phosphors emit three colors of light.

The cathodes are next, and again they emit electrons to turn on the tube phosphors, making it glow. The cathode can arc or short to the heater resulting in no picture and a defective picture tube.

Next come the grids. The first grid is grounded. The following grid is the screen grid which receives about 300VDC depending on the brightness setting. The next grid closest to the picture tube screen is the focus grid which gets about one fifth the amount of voltage that is applied to the picture tube anode.

After jetting from the cathode through all these grids, the electrons speed through a mask, a sheet of material with tiny holes, and then excite the tiny dots of phosphor in the inside surface of the picture tube screen. The green electron gun (or cathode and circuitry) spits out electrons which head for the green phosphors only. The same goes for the red and blue guns. The way the phosphor light blends determines the color seen. Should these electron beams become too intense, they may burn the phosphor. With the monitor off, this can be seen as a dark permanent image of the video information on the tube screen.

Differences Between Monitors

The easiest way to identify the brand of monitor you are working with, assuming you can't find the brand name written on it anywhere, is to see if there are two circuit boards rising up from the chassis toward the picture tube neck. In other words, they stand up, or are perpendicular to the chassis, with a black plastic bracket holding them in place. This is a description of a Wells Gardner monitor. They use separate boards for main chunks of circuitry. Therefore, you have a "power board" (the power supply), an "interface board" (the interface section), and a "horizontal/vertical board" (for the deflection circuitry). Still, there are a few parts on the chassis, but most can be found on the board. An Electrohome monitor has no separate boards, except for the neck board, and just has a flat chassis.

Another good way to determine which monitor you have is to check the transistor call out numbers that are printed on the chassis next to the part. For instance, on the neck board, one of the color output transistors is TR401. If you look through the schematics or the parts lists, you will find TR401 in the Wells Gardner literature. On the other hand, the neck board transistor may say X101. X101 can be found in the Electrohome literature. So, all Wells Gardner transistor call outs begin with TR, and Electrohome transistor call outs start with an "X".

Parts Interchangeability

Some parts can be interchanged on all of the monitors. Here are the rules:

1. You **CAN** swap the voltage regulator TR502 or X01 on any Wells Gardner or Electrohome 19 inch monitor. You **CAN NOT** swap the voltage regulator on the 13 inch Wells Gardner or Electrohome (G07-902) since the Electrohome uses an integrated circuit for the power supply.

2. You **CAN** swap any resistor between monitors that has the same resistance, wattage rating, and tolerance.

3. You **CAN** swap any capacitor between monitors that has the same capacitance, and voltage rating.

4. You **CAN** swap any 19 inch picture tube on the monitors.

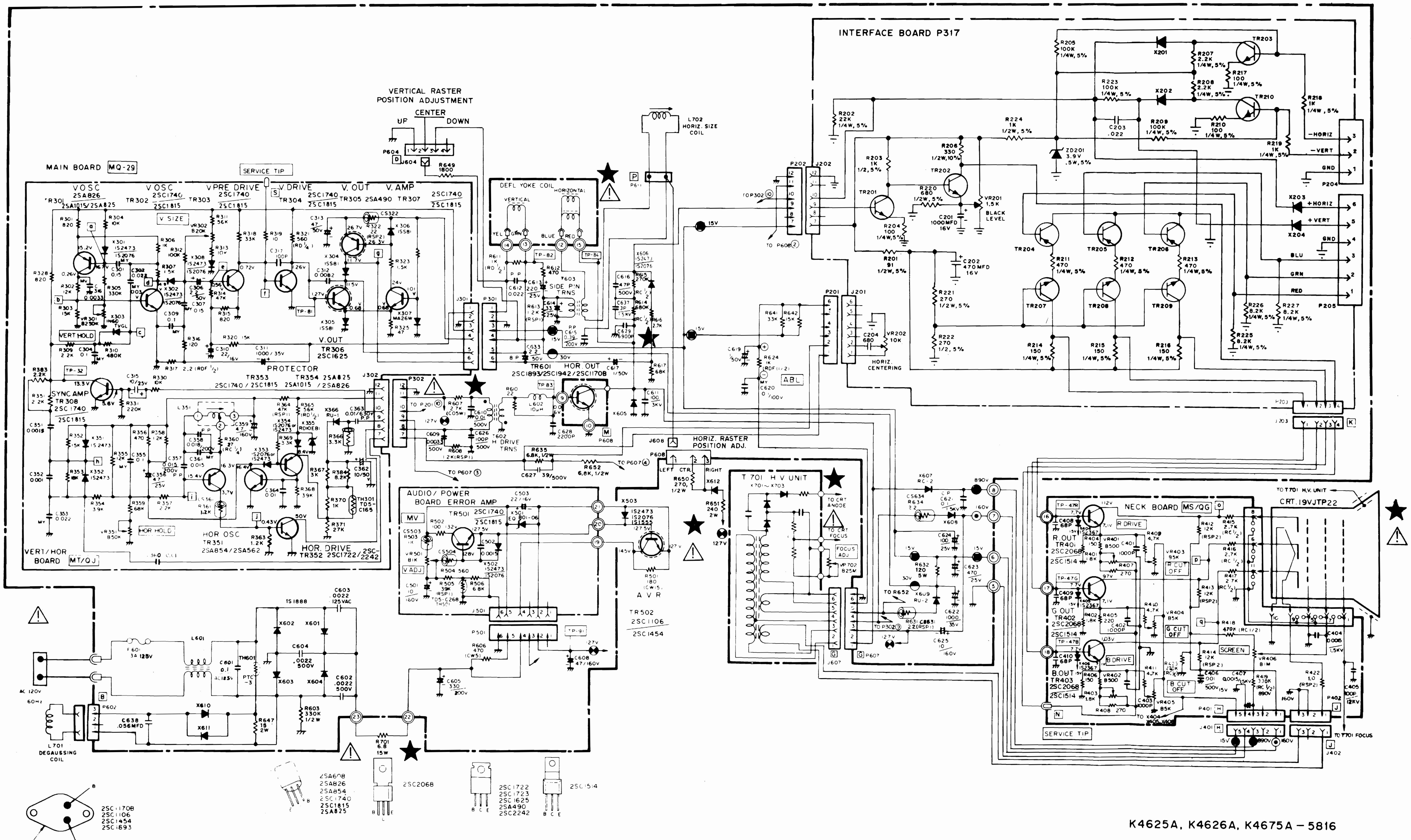
5. You **CAN NOT** change any part that is a **safety part**, one that is shaded in gray on the schematic; it **MUST** be **IDENTICAL** to the original. **To do otherwise IS DANGEROUS.** For instance, the 13 inch Electrohome (G07-904) monitor "flyback". looks identical to the 19 inch Electrohome (G07-904) monitor "flyback".
   In fact, there is even a 19 inch Electrohome (G07-905) monitor (which is an obsolete model) with a similar looking "flyback". **NONE OF THESE ARE INTERCHANGEABLE!!**

6. You **CAN** change any of the parts between the G07-904 and G07-907. They're essentially the same monitor except that the G07-907 has a vertically mounted picture tube.

If there is any doubt about what parts can be swapped between each manufacturer's 19 inch and 13 inch models, compare the manufacturer's part number between each one. If they match up, they are the same part.

WELLS-GARDNER 19" COLOR MONITOR SCHEMATIC DIAGRAM

M051-00087-A012



K4625A, K4626A, K4675A – 5816

VERT/HOR BOARD (MT/QJ)

RESISTORS

Ref. No.	Part No.	Description
R301	203X6500-628	820 Ohm, ± 5%, 1/8W Carbon
R302	203X6500-902	12k Ohm, ± 5%, 1/8W Carbon
R303	203X6500-927	15k Ohm, ± 5%, 1/8W Carbon
R304	203X6500-886	10k Ohm, ± 5%, 1/8W Carbon
R305	203X6501-241	330k Ohm, ± 5%, 1/8W Carbon
R306	203X6500-645	1k Ohm, ± 5%, 1/8W Carbon
R307	203X6500-689	1.5k Ohm, ± 5%, 1/8W Carbon
R309	203X6500-724	2.2k Ohm, ± 5%, 1/8W Carbon
R310	203X6501-285	470k Ohm, ± 5%, 1/8W Carbon
R311	203X6501-065	56k Ohm, ± 5%, 1/8W Carbon
R312	203X6501-126	100k Ohm, ± 5%, 1/8W Carbon
R313	203X6001-326	10k Ohm, ± 5%, 1/8W Carbon
R314	203X6501-044	47k Ohm, ± 5%, 1/8W Carbon
R315	203X6500-628	820 Ohm, ± 5%, 1/8W Carbon
R316	203X6500-420	120 Ohm, ± 5%, 1/8W Carbon
R317	203X6206-441	2.2 Ohm, ± 5%, 1/2W Carbon
R319	203X6500-169	100 Ohm, ± 5%, 1/8W Carbon
R320	203X6500-927	15k Ohm, ± 5%, 1/8W Carbon
R321	203X6700-509	560 Ohm, ± 5%, 1/2W Carbon
R322	203X9100-121	22 Ohm, ± 5%, 2W M.O.
R323	203X6500-689	1.5K Ohm, ±5%, 1/8W Carbon
R324	203X6500-988	27k Ohm, ± 5%, 1/8W Carbon
R325	203X6500-326	47 Ohm, ± 5%, 1/8W Carbon
R328	203X6500-628	820 Ohm, ± 5%, 1/8W Carbon
R330	203X6500-886	10k Ohm, ± 5%, 1/8W Carbon
R331	203X6501-209	220k Ohm, ± 5%, 1/8W Carbon
R351	203X6500-724	2.2k Ohm, ± 5%, 1/8W Carbon
R352	203X6500-927	15k Ohm, ± 5%, 1/8W Carbon
R353	203X6500-944	18k Ohm, ± 5%, 1/8W Carbon
R354	203X6500-783	3.9k Ohm, ± 5%, 1/8W Carbon
R355	203X6500-902	12k Ohm, ± 5%, 1/8W Carbon
R356	203X6500-561	470 Ohm, ± 5%, 1/8W Carbon
R357	203X6500-724	2.2k Ohm, ± 5%, 1/8W Carbon
R358	203X6500-666	1.2k Ohm, ± 5%, 1/8W Carbon
R359	203X6501-088	68k Ohm, ± 5%, 1/8W Carbon
R360	203X5500-471	27 Ohm, ± 5%, 1/4W Comp.
R361	203X6000-998	1.2k Ohm, ± 5%, 1/8W Carbon
R363	203X6500-666	1.2k Ohm, ± 5%, 1/8W Carbon
R364	203X9014-988	47k Ohm, ± 5%, 1W M.O.
R365	203X6700-989	56k Ohm, ± 5%, 1/2W Carbon
R366	203X6001-148	3.3k Ohm, ±5%, 1/8W Carbon
R367	340X2222-734	2.2k Ohm, ± 5%, 1/2W Carbon
R368	203X6500-785	3.9k Ohm, ± 5%, 1/8W Carbon
R369	203X6500-762	3.3k Ohm, ± 5%, 1/4W Carbon
R370	302X6100-961	1k Ohm, ± 5%, 1/4W Carbon
R371	203X6104-751	2.7k Ohm, ± 5%, 1/4W Carbon
VR301	204X2122-093	Varistor, 250K Ohm, Vert. Hold
VR302	204X2114-065	Varistor, 20K Ohm, Vert. Size
VR351	204X2114-059	Varistor, 50K Ohm, Hor. Hold

CAPACITORS

Ref. No.	Part No.	Description
C301	203X1100-928	0.15 uF, 50V, ± 10% Mylar
C302	203X1100-573	0.022 uF, 50V, ± 10% Mylar
C304	203X1100-858	0.1 uF, 50V, ± 10% Mylar
C306	203X0025-026	2.2 uF, 50V, Electrolytic
C307	203X1100-928	0.15 uF, 50V, ± 10% Mylar
C309	203X1100-858	0.1 uF, 50V, ± 10% Mylar
C310	203X0010-011	22 uF, 16V Electrolytic
C311	203X0020-099	1000 uF, 35V Electrolytic
C312	202X7000-469	0.0082 uF, 50V, ± 10% Ceramic

CAPACITORS (CONT.)

Ref. No.	Part No.	Description
C313	203X0025-087	47 uF, 50V Electrolytic
C315	203X0015-082	10 uF, 25V Electrolytic
C316	203X1100-220	3300 uF, 50V, ± 10% Mylar
C317	202X8000-616	100 pF, 50V, ± 10% Ceramic
C351	202X7000-281	1500 pF, 50V, ± 10% Ceramic
C352	202X7000-247	1000 pF, 50V, ± 10% Ceramic
C353	203X1100-573	0.022 uF, 50V, ± 10% Mylar
C355	203X1100-858	0.1 uF, 50V, ± 10% Mylar
C356	203X0015-105	4.7 uF, 25V Electrolytic
C357	203X1201-013	0.015uF, 200V ± 10% PP
C358	203X1201-034	0.018 uF, 200V, ± 10% PP
C359	203X0040-013	4.7 uF, 160V Electrolytic
C360	202X7000-482	0.01 uF, 50V, ± 10% Ceramic
C361	203X1100-509	0.015 uF, 50V, ± 10% Mylar
C362	203X0025-058	10 uF, 50V Electrolytic
C363	203X1205-487	0.01 uF, 630V, ± 10% PP
C364	202X7000-482	0.01 uF, 50V, ± 10% Ceramic

SEMICONDUCTORS

Ref. No.	Part No.	Description
TR301	200X4082-614	Transistor, 2SA826Q
TR302	200X3174-006	Transistor, 2SC1740Q
TR303	200X3174-006	Transistor, 2SA1740Q
TR304	200X3174-006	Transistor, 2SC1740Q
TR305	200X4049-081	Transistor, 2SA490YLBGLI
TR306	200X3162-538	Transistor, 2SC1625YLBGLI
TR307	200X3174-014	Transistor, 2SC1740R
TR308	200X3174-006	Transistor, 2SC1740Q
TR351	200X4085-415	Transistor, 2SA854Q
TR352	200X3172-208	Transistor, 2SC1722BKS
TR353	200X3174-006	Transistor, 2SC1740Q
TR354	200X4082-614	Transistor, 2SA826Q
X301	201X2010-144	Diode, (SI) IS2473-T72
X302	201X2010-144	Diode, (SI) IS2473-T72
X303	200X8000-026	Diode, (GE), IN60TVGL
X304	200X8010-165	Diode (SI) ISS81
X305	201X2010-165	Diode (SI) ISS81
X306	201X2010-165	Diode (SI) ISS81
X307	200X8010-102	Diode (SI) MA26W
X308	200X8010-094	Diode (SI) IS2473
X351	201X2010-144	Diode (SI) IS2473-T72
X352	201X2010-144	Diode (SI) IS2473-T72
X353	201X2010-144	Diode (SI) IS2473-T72
X354	201X2010-144	Diode (SI) IS2473-T72
X355	200X8220-851	Diode (Zener) RD10EBI
X366	200X8100-130	Diode (HS) RU-1 0.3 US

MISCELLANEOUS

Ref. No.	Part No.	Description
J301	204X9300-958	Socket, 6 Pin
J302	204X9300-958	Socket, 6 Pin
P301	204X9601-195	Plug, 6 Pin
P302	204X9601-195	Plug, 6 Pin
TH301	201X0000-534	Thermistor

TRANSFORMERS & COILS

Ref. No.	Part No.	Description
L351	201X5200-091	Coil, Horiz. Osc.

POWER BOARD (MV)

RESISTORS

Ref. No.	Part No.	Description
R501	204X1725-052	180 Ohm, ± 10%, 15W WW
R502	203X6000-608	100 Ohm, ± 5%, 1/8W Carbon
R503	203X6000-960	1k Ohm, ± 5%, 1/8W Carbon
R504	203X6000-879	560 Ohm, ± 5%, 1/8W Carbon
R505	203X9014-965	39k Ohm, ± 5%, 1W M.O.
R506	203X6500-842	6.8k Ohm, ± 5%, 1/8W Carbon
R551	203X6500-420	120 Ohm, ± 5%, 1/8W Carbon
VR501	204X2050-001	Varistor Vert. Adj.

CAPACITORS

Ref. No.	Part No.	Description
C501	203X0040-020	10 uF, 160V Electrolytic
C502	202X7000-281	1500 pF, 50V, ± 10% Ceramic
C503	203X0010-011	22 uF, 16V Electrolytic
C551	203X0005-046	220 uF, 10V Electrolytic

SEMICONDUCTORS

Ref. No.	Part No.	Description
TR501	200X3174-006	Transistor, 2SC1740Q
△★TR502	200X3145-404	Transistor, 2SC1454
TR551	200X3172-305	Transistor, 2SC1723
X501	201X2230-042	Diode, (SI) Zener EQB01-06V
X502	201X2010-144	Diode, (SI) IS2473-T72

MISCELLANEOUS

Ref. No.	Part No.	Description
J501	204X9300-958	Socket, 6 Pin
P501	204X9601-195	Plug, 6 Pin
TH501	201X0000-618	Thermistor

NECK BOARD (MS/QG)

RESISTORS

Ref. No.	Part No.	Description
R401	203X6500-709	1.8k Ohm ± 5% 1/8W Carbon
R402	203X6500-709	1.8k Ohm ± 5% 1/8W Carbon
R403	203X6500-709	1.8k Ohm ± 5% 1/8W Carbon
R404	203X6500-447	150 Ohm ± 5% 1/8W Carbon
R405	203X6500-481	220 Ohm ± 5% 1/8W Carbon
R406	203X6500-447	150 Ohm ± 5% 1/8W Carbon
R407	203X6500-508	270 Ohm ± 5% 1/8W Carbon
R408	203X6500-508	270 Ohm ± 5% 1/8W Carbon
R409	203X6500-800	4.7k Ohm ± 5% 1/8W Carbon
R410	203X6500-800	4.7k Ohm ± 5% 1/8W Carbon
R411	203X6500-800	4.7k Ohm ± 5% 1/8W Carbon
R412	203X9104-809	12k Ohm ± 5% 2.0W Metal Oxide
R413	203X9104-809	12k Ohm ± 5% 2.0W Metal Oxide
R414	203X9104-809	12k Ohm ± 5% 2.0W Metal Oxide
R415	203X5601-313	2.7k Ohm ± 10% 1/2W Comp.
R416	203X5601-313	2.7k Ohm ± 10% 1/2W Comp.
R417	203X5601-313	2.7k Ohm ±10% 1/2W Comp.
R418	203X5602-254	470k Ohm ± 10% 1/2W Comp.
R419	203X5602-185	330k Ohm ± 10% 1/2W Comp.
R422	203X9105-117	1.0 Ohm ± 10% 2W Metal Oxide
R423	203X5102-155	270k Ohm ± 5% 1/4W Carbon
VR401	204X2115-014	500 Ohm Varistor R Drive
VR402	204X2115-014	500 Ohm Varistor B Drive
VR403	204X2115-006	5k Ohm Varistor R Cutoff
VR404	204X2115-006	5k Ohm Varistor G Cutoff
VR405	204X2115-006	5k Ohm Varistor B Cutoff
VR406	204X2000-025	1M Ohm Varistor Screen

CAPACITORS

Ref. No.	Part No.	Description
C401	202X7000-247	1000 pF, 50V, 10% Ceramic
C402	202X7000-247	1000 pF, 50V, 10% Ceramic
C403	202X7000-247	1000 pF, 50V, 10% Ceramic
C404	202X7110-019	1500 pF, 2kV ± 10% Ceramic
C405	202X7150-018	100 pF, 12kV, ±10% Ceramic
C406	202X7050-483	.01 uF, 500V, ±10% Ceramic
C407	202X7110-019	1500 pF, 2kV ± 10% Ceramic
C408	202X8000-550	68 pF, 50V, ± 10% Ceramic
C409	202X8000-550	68 pF, 50V, ± 10% Ceramic
C410	202X8000-550	68 pF, 50V, ± 10% Ceramic

SEMICONDUCTORS

Ref. No.	Part No.	Description
TR401	200X3206-800	Transistor, 2SC2068, 2SC1514 (R output)
TR402	200X3206-800	Transistor, 2SC2068, 2SC1514 (G output)
TR403	200X3206-800	Transistor, 2SC2068, 2SC1514 (B output)
X404	201X2100-126	Diode, IS2367 (protector)
X405	201X2100-126	Diode, IS2367 (protector)
X406	201X2100-126	Diode, IS2367 (protector)

MISCELLANEOUS

Ref. No.	Part No.	Description
J401	206X5003-729	Socket, 5 Pin
J402	206X5003-983	Socket, 3 Pin
P401	204X9600-329	Plug, 5 Pin
P402	204X9600-254	Plug, 3 Pin

△★ 297X2000-072 HIGH VOLTAGE ASSEMBLY (T701)

Ref. No.	Part No.	Description
△★R701	204X1625-058	3.3 Ohm, ± 10% 10W WW Resistor
VR702	204X3901-125	Focus Control
X701		Diode (SI HV) } Part of T701
X702		Diode (SI HV) } Part of T701
X703		Diode (SI HV) } Part of T701

FINAL ASSEMBLY PARTS

Part No.	Description
△★88X-0129-506	19VJTP22 Pix Tube
38A5554-000	Assy. Purity Shld/Degaussing
205X9800-256	Lateral/Purity Assembly
△★202X1110-810	Yoke, Deflection
208X2000-946	CRT Socket
297X2000-072	HV Unit (T701)
6A0397	Plug, Line Cord
9A2753-003	Degaussing Coil (L701)

INTERFACE BOARD (P305)
(MODEL 19K4606)

RESISTORS

Ref. No.	Part No.	Description
R201	340X3910-934	91 Ohm, 5%, 1/2W Carbon
R203	340X3102-934	1k Ohm, 5%, 1/2W Carbon
R204	340X2101-934	100 Ohm, 5%, 1/4W Carbon
R206	340X3331-944	330 Ohm, 10%, 1/2W Carbon
R207	340X3102-934	1k Ohm, 5%, 1/2W Carbon
R208	340X2152-934	1.5k Ohm, 5%, 1/4W Carbon
R209	340X2101-934	100 Ohm, 5%, 1/4W Carbon
R210	340X3102-934	1k Ohm, 5%, 1/2W Carbon
R211	340X2331-934	330 Ohm, 5%, 1/4W Carbon
R212	340X2331-934	330 Ohm, 5%, 1/4W Carbon
R213	340X2331-934	330 Ohm, 5%, 1/4W Carbon
R214	340X2201-934	200 Ohm, 5%, 1/4W Carbon
R215	340X2201-934	200 Ohm, 5%, 1/4W Carbon
R216	340X2201-934	200 Ohm, 5%, 1/4W Carbon
VR201	40X0590-017	1.5k Ohm, Black Level Control

CAPACITORS

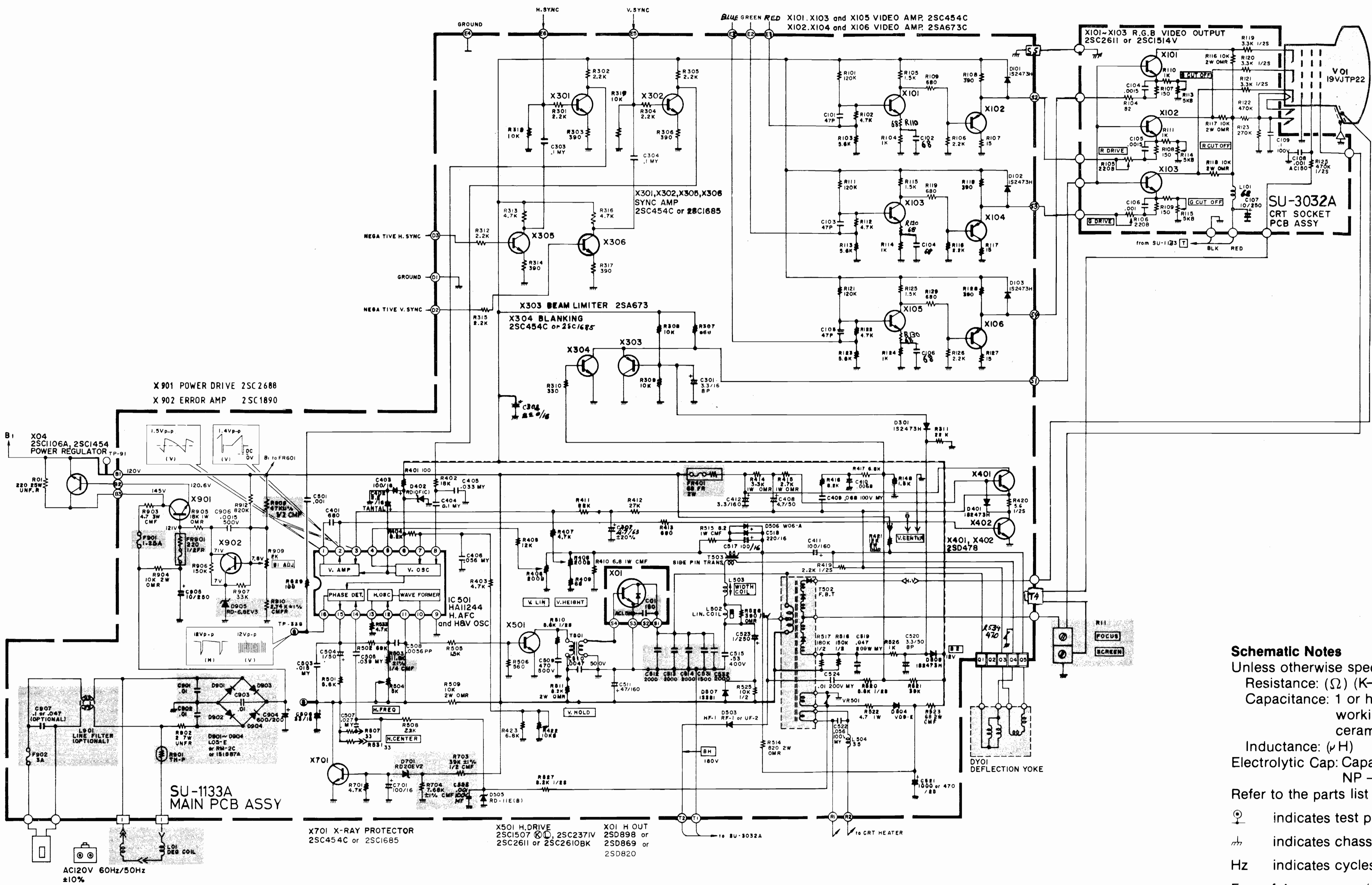
Ref. No.	Part No.	Description
C201	45X0524-038	1000 uF, 16V Electrolytic

SEMICONDUCTORS

Ref. No.	Part No.	Description
TR201	86X0121-001	Transistor (NPN)
TR202	86X0121-001	Transistor (NPN)
TR203	86X0121-001	Transistor (NPN)
TR204	86X0066-001	Transistor (PNP)
TR205	86X0066-001	Transistor (PNP)
TR206	86X0066-001	Transistor (PNP)
TR207	86X0121-001	Transistor (NNP)
TR208	86X0121-001	Transistor (NPN)
TR209	86X0121-001	Transistor (NPN)
ZD201	66X0040-018	Diode, Zener, 6.8v, 5%, 0.5W
ZD202	66X0040-019	Diode, Zener, 3.9v, 5%, 0.5W

MISCELLANEOUS

Ref. No.	Part No.	Description
J201	204X9300-958	Socket, 6 Pin
J202	204X9300-958	Socket, 6 Pin
J203	206X5019-207	Socket, 4 Pin
P201	204X9601-195	Plug, 6 Pin
P202	204X9601-195	Plug, 6 Pin
P203	204X9600-845	Plug, 4 Pin
P205	6A0393-006	Plug, 6 Pin



Schematic Notes

Unless otherwise specified

Resistance: (Ω) (K→KΩ, M→MΩ), 1/4 (W) carbon resistor

Capacitance: 1 or higher→ (pF), less than 1→ (μF)
working voltage→ 50 (V)
ceramic capacitor

Inductance: (μH)

Electrolytic Cap: Capacitance Value (μF)/working voltage (V),
NP → non-polar (or bipolar) electrolytic cap.

Refer to the parts list for additional component information.

⚲ indicates test point connection

⏚ indicates chassis ground unless otherwise specified

Hz indicates cycles per second

For **safety** purposes (and continuing reliability)

⚠ replace all components marked with safety symbol with identical type.

NOTE: FR → fusible resistor

00-4147-04 G07-CB0

Parts identification on circuit boards:
e.g. SU1126A (R107 = **R1**107)
SU3030A (R113 = **R3**113)

REPLACEMENT PARTS LIST - ELECTROHOME 19" MONITOR

Components identified by the ⚠ symbol in the PARTS LIST and on the Schematic have special characteristics important to safety.

DO NOT degrade the safety of the set through improper servicing.

Abbreviations for Resistors and Capacitors

Resistor

C R	:	Carbon Resistor
Comp. R	:	Composition Resistor
OM R	:	Oxide Metal Film Resistor
V R	:	Variable Resistor
MF R	:	Metal Film Resistor
CMF R	:	Coating Metal Film Resistor
UNF R	:	Nonflammable Resistor
F R	:	Fusible Resistor

Capacitor

C Cap.	:	Ceramic Capacitor
M Cap.	:	Mylar Capacitor
E Cap.	:	Electrolytic Capacitor
BP E Cap.	:	Bi-Polar (or Non-Polar) Electrolytic Capacitor
MM Cap.	:	Metalized Mylar Capacitor
PP Cap.	:	Polypropylene Capacitor
MPP Cap.	:	Metalized PP Capacitor
PS Cap	:	Polystyrol Capacitor
Tan. Cap.	:	Tantal Capacitor

NOTE: When ordering replacement parts please specify the part number as shown in this list including part name, and model number. Complete information will help expedite the order.

Use of substitute replacement parts which do not have the same safety characteristics as specified, may create shock, fire or other hazards. For maximum reliability and performance, all parts should be replaced by those having identical specifications.

SERVICE REPLACEMENT PARTS LIST

Symbol	Description	Part Number
	Main P.C.B. Ass'y	SU-1133A
	CRT Socket P.C.B. Ass'y	SU-3032A
	Purity Shield Ass'y	07-220083-03

Outside of the P.C.B. Ass'y

Symbol	Description	Part Number
	Picture Tube 19"	17-7198-03
⚠	⚠Deflection Yoke	A29779-D = 21-141-01
	PC Magnet	A75034-B = 29-32-01
⚠	⚠Flyback Transf.	A29951-B
⚠	⚠HVR	A46600-A
R05	UNF Resistor 220Ω,25W K	QRF258K-221
C04	C Capacitor 150pF, AC1.5KV	QCZ0101-005
X01	Si. Transistor	2SD870
X02	Si. Transistor	2SC1106A
SC	Screw #8-⅜	31-610818-06
SC	Screw ¼ x ¾ Pix Tube Mtg. (4)	31-601418-12
WA	Pyramidal Lock Washer (4)	33-255-01
	Nut Retainer, Pix Tube Mtg. (4)	33-494-01
	Clip — P.C.B. Support	33-629-02
	Standoff	33-670-010R-02
	Wire Terminal (Gnd. Strap)	34-228-03
	Terminal Lug (Gnd.)	34-33-04
	Groundstrap Assy.	34-574-02
	Grounding Spring	35-212-03
	Wire Hook (Gnd. Strap)	35-3053-02
	Purity Shield Holddown Clamp	35-2348-01
	Support Brkt. RH	35-3890-01
	Support Brkt. LH	35-3890-02
	Chassis Base	38-449-02
	Yoke Wedge (3)	39-1233-01

Purity Shield Ass'y. Parts List

Symbol	Description	Part Number
	Degaussing Coil	21-1007-30
D911, D912	Rectifier 1 Amp 600V (2)	28-22-27
	Pin Terminal (2)	34-708-01
	Pin Terminal Housing	34-709-01
	Purity Shield (2 pcs.)	35-3847-01
	Purity Shield (2 pcs.)	35-3847-02
C911	Capacitor 100nF 10% 400V	48-171544-62
R921	Resistor, Wirewound 33Ω, 4W	42-113301-03
	Fire Retardent Term. Strip 4 Lug	34-492-09

CRT Socket P.C.B. Ass'y (SU-3032A) Parts List

Resistors

Symbol	Description	Part Number
R3105	V R 200	QVZ3234-022
R3106	V R 200	QVZ3234-022
R3113	V R 5K	QVZ3234-053
R3114	V R 5K	QVZ3234-053
R3115	V R 5K	QVZ3234-053
R3116	OM R 10KΩ2W J	QRG029J-103
R3117	OM R 10KΩ2W J	QRG029J-103
R3118	OM R 10KΩ2W J	QRG029J-103
R3119	Comp. R 3.3KΩ½W K	QRZ0039-332
R3120	Comp. R 3.3KΩ½W K	QRZ0039-332
C3121	Comp. R 3.3KΩ½W K	QRZ0039-332

Capacitors

Symbol	Description	Part Number
C3107	E Cap. 10uF 250V A	QEW53EA-106
C3108	C Cap. 1000pF DC1400V P	QCZ9001-102M

Coils

Symbol	Description	Part Number
L3101	Peaking Coil	QQL043K-101

Semiconductors

Symbol	Description	Part Number
X3101	Si. Transistor	2SC1514VC
X3102	Si. Transistor	2SC1514VC
X3103	Si. Transistor	2SC1514VC

Miscellaneous

Symbol	Description	Part Number
⚠	⚠CRT Socket	A76068

Main PCB Ass'y (SU-1133A) Parts List

Resistors

Symbol	Description			Part Number
R1406	V	R	200Ω	QVZ3230-002
R1408	V	R	200Ω	QVZ3230-002
R1410	CMF	R	6.8Ω1W J	QRX019J-6R8
R1414	OM	R	3.3KΩ1W J	QRG019J-332
R1415	OM	R	2.7KΩ1W J	QRG019J-272
R1421	OM	R	12KΩ2W J	QRG026J-123Z
R1422	V	R	10KΩ	QVZ3230-014
⚠FR1401	⚠F	R	68Ω2W K	QRH024K-680M
⚠R1503	⚠CMF	R	11.8KΩ¼W +1%	QRV142F-1182
R1504	V	R	5KΩ	QVZ3230-053
R1509	OM	R	10KΩ2W J	QRG026J-103Z
R1512	OM	R	8.2KΩ2W J	QRG026J-822Z
R1514	OM	R	820Ω2W J	QRG026J-821Z
R1515	CMF	R	8.2Ω1W J	QRX019J-8R2
R1522	CMF	R	4.7Ω1W J	QRX019J-4R7
R1523	OM	R	68Ω2W J	QRG026J-680Z
R1528	OM	R	390Ω1W J	QRG019J-391
R1534	ZN	R		ERZ-C05ZK471
VR1501	ZN	R		ERZ-C05DK271
⚠R1703	⚠CMF	R	39Ω½W +1%	QRV122F-3902
⚠R1704	⚠CMF	R	7.68KΩ¼W +1%	QRV142F-7681
⚠R1901	⚠Posistor			A75414
R1902	UNF	R	2Ω7W K	QRF076K-2R0
R1903	CMF	R	4.7Ω3W J	QRX039J-4R7
R1904	OM	R	10KΩ2W J	QRG026J-103Z
R1905	OM	R	18KΩ1W J	QRG019J-183
⚠Q1908	⚠CMF	R	47Ω½W +1%	QRV122F-470Z
⚠R1909	V	R	2KΩ	QVP5A0B-023E
R1910	⚠CMF	R	2.74KΩ¼W +1%	QRV142F-2741
⚠FR1901	⚠F	R	220Ω½W K	QRH124K-221M

Capacitors

Symbol	Description		Part Number
C1301	BPE	Cap. 3.3uF 50V A	QEN61HA-335Z
C1402	Tan.	Cap. 2.2uF 16V K	QEE51CK-225B
C1407	E	Cap. 4.7uF 6.3V A	QEW51JA-475
C1411	E	Cap. 100uF 160V A	QEW52CA-107
C1412	E	Cap. 3.3uF 160V A	QEW52CA-335
C1508	PP	Cap. 5600uF 50V J	QFP31HJ-562
⚠C1512	⚠PP	Cap. 2000pF DC1500V J	QFZ0082-202
⚠C1513	⚠PP	Cap. 2000pF DC1500V J	QFZ0082-202
⚠C1514	⚠PP	Cap. 2000pF DC1500V J	QFZ0082-202
C1515	PP	Cap. 0.53uF DC1200V J	QFZ0067-534
C1520	BPE	Cap. 3.3uF 50V A	QEN61HA-335Z
C1523	E	Cap. 1uF 160V A	QEW62CA-105Z
C1524	M	Cap. 0.1uF 200V K	QFM720K-104M
⚠C1531	⚠PP	Cap. 2000pF DC1500V J	QFZ0082-202
⚠C1532	⚠PP	Cap. 1500pF DC1500V J	QFZ0082-152
C1904	E	Cap.	QEY0034-001
C1905	E	Cap. 10uF 250V A	QEW52EA-106

Coils

Symbol	Description	Part Number
L1502	Linarity Coil	A39835
L1503	Width Coil	C30380-A
L1504	Heater Choke	C30445-A

Transformers

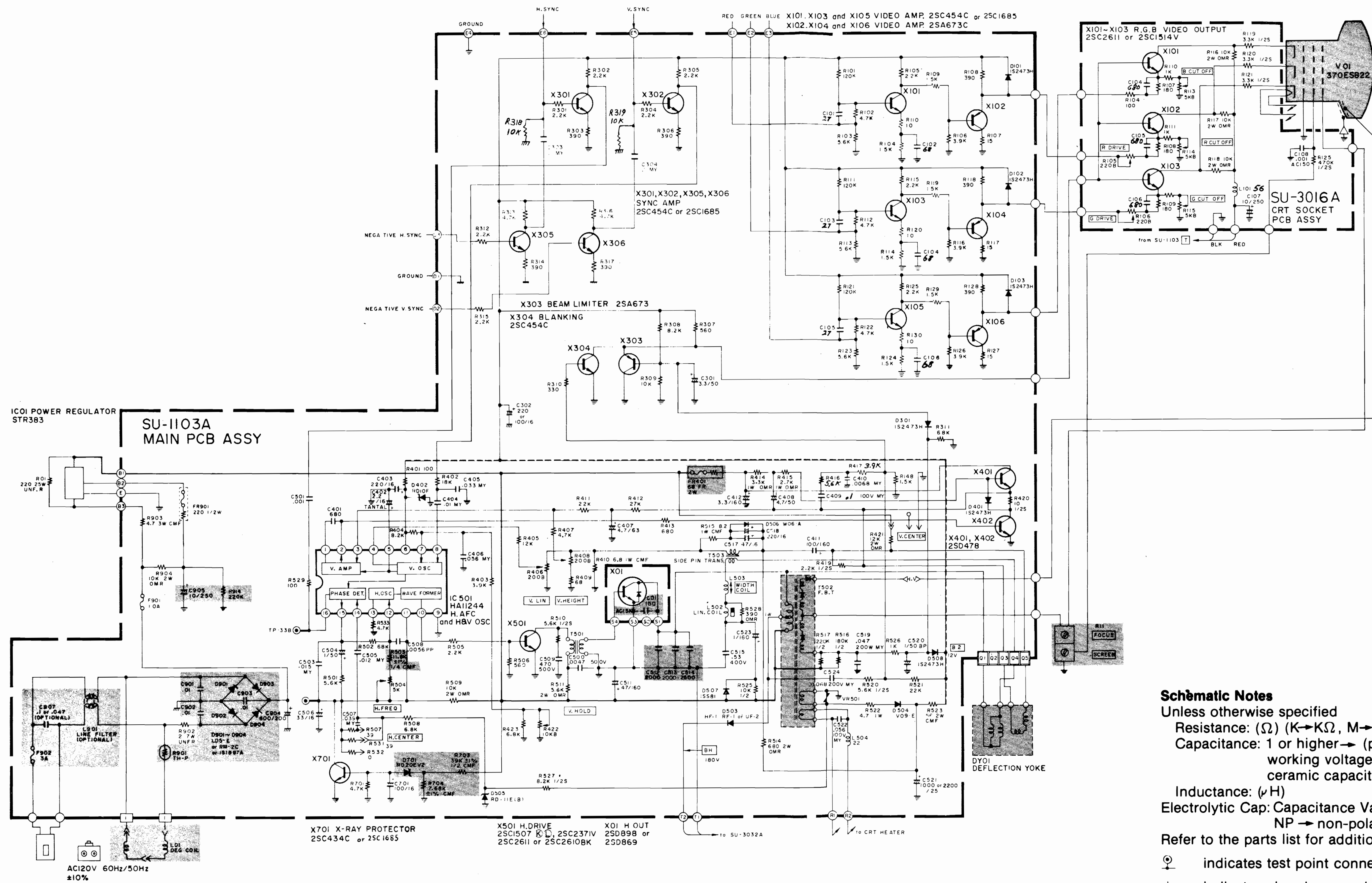
Symbol	Description	Part Number
T1501	Hor. Drive Transf.	A46022-BM
T1503	Side Pin Transf.	C39050-A

Semiconductors

Symbol	Description	Part Number
IC1501	IC	HA11244
X1101	Si. Transistor	2SC1685(R)
X1102	Si. Transistor	2SA673(C)
X1103	Si. Transistor	2SC1685(R)
X1104	Si. Transistor	2SA673(C)
X1105	Si. Transistor	2SC1685(R)
X1106	Si. Transistor	2SA673(C)
X1301	Si. Transistor	2SC1685(R)
X1302	Si. Transistor	2SC1685(R)
X1303	Si. Transistor	2SA673(C)
X1304	Si. Transistor	2SC1685(R)
X1305	Si. Transistor	2SC1685(R)
X1401	Si. Transistor	2SD478
X1402	Si. Transistor	2SD478
X1501	Si. Transistor	2SC2610BK
X1901	Si. Transistor	2SC2688 (K.L.M.)
X1902	Si. Transistor	2SC1890A (E.F.)
D1101	Si. Diode	W06A
D1102	Si. Diode	W06A
D1103	Si. Diode	W06A
D1301	Si. Diode	1SZ473H
D1401	Si. Diode	1SZ473H
D1402	Zener Diode	RD10F(C)
D1503	Si. Diode	HF-1
D1504	Si. Diode	V09E
D1505	Zener Diode	RD11E(B)
D1506	Si. Diode	W06A
D1507	Si. Diode	1SS81
D1508	Si. Diode	1SZ473H
⚠D1701	⚠Zener Diode	RD20EV2
⚠D1901	⚠Si. Diode	1S1887A
⚠D1902	⚠Si. Diode	1S1887A
⚠D1903	⚠Si. Diode	1S1887A
⚠D1904	⚠Si. Diode	1S1887A
⚠D1905	⚠Zener Diode	RD6.8EV3

Miscellaneous

Symbol	Description	Part Number
⚠F1901	⚠Fuse 1.25A	QMF53U1-1R25S
⚠F1902	⚠UL Fuse 3A	QMF66U1-3R0S



Schematic Notes

Unless otherwise specified

Resistance: (Ω) (K→KΩ, M→MΩ), 1/4 (W) carbon resistor

Capacitance: 1 or higher→ (pF), less than 1→ (μF)
working voltage→ 50 (V)
ceramic capacitor

Inductance: (μH)

Electrolytic Cap: Capacitance Value (μF)/working voltage (V), NP → non-polar (or bipolar) electrolytic cap.

Refer to the parts list for additional component information.

⚲ indicates test point connection

⏚ indicates chassis ground unless otherwise specified

Hz indicates cycles per second

For **safety** purposes (and continuing reliability)
⚠ replace all components marked with safety symbol with identical type.
NOTE: FR → fusible resistor

Parts identification on circuit boards:
e.g. SU1126A (R107 = R1107)
SU3030A (R113 = R3113)

G07-FBO
00-4147-03

REPLACEMENT PARTS LIST - ELECTROHOME 13'' MONITOR

Components identified by the ⚠ symbol in the PARTS LIST and on the Schematic have special characteristics important to safety.

DO NOT degrade the safety of the set through improper servicing.

Abbreviations for Resistors and Capacitors

Resistor		Capacitor	
C R	Carbon Resistor	C Cap.	Ceramic Capacitor
Comp. R	Composition Resistor	M Cap	Mylar Capacitor
OM R	Oxide Metal Film Resistor	E Cap.	Electrolytic Capacitor
V R	Variable Resistor	BP E Cap.	Bi-Polar (or Non-Polar) Electrolytic Capacitor
MF R	Metal Film Resistor		
CMF R	Coating Metal Film Resistor	MM Cap.	Metalized Mylar Capacitor
UNF R	Nonflammable Resistor	PP Cap.	Polypropylene Capacitor
F R	Fusible Resistor	MPP Cap.	Metalized PP Capacitor
		PS Cap	Polystyrol Capacitor
		Tan. Cap.	Tantal Capacitor

NOTE: When ordering replacement parts please specify the part number as shown in this list including part name, and model number. Complete information will help expedite the order.

Use of substitute replacement parts which do not have the same safety characteristics as specified, may create shock, fire or other hazards. For maximum reliability and performance, all parts should be replaced by those having identical specifications.

Symbol	Description	Part Number
	Main P.C.B. Ass'y	SU-1103A
	CRT Socket P.C.B. Ass'y	SU-3016A

Outside of the P.C.B. Ass'y

Symbol	Description	Part Number
⚠V01	⚠Picture Tube	370ESB22(E)
⚠DY01	⚠Deflection Yoke	C29123-V
	PC Magnet	A76366-A
	Wedge	C30006
	⚠Flyback Transf.	A19183-A
⚠R11	⚠Focus V R	A46606-A
⚠R05	UNF Resistor 220Ω, 25W. K	QRF258K-221
⚠C04	⚠C Capacitor 150 pF, AC1.5KV	QCZ0101-005
X01	Si. Transistor	2SD869
IC01	IC Regulator	STR383
L01	Degausing Coil	21-1007-31
	Degausing Coil Pin Terminal (2)	34-708-01
	Degausing Coil Pin Terminal Housing	34-709-01
	Groundstrap Ass'y.	34-697-04
	Groundstrap Wire Terminal	34-228-03
	Groundstrap Spring (2)	35-3560-01
BR	Support Bracket RH	35-3919-01
BR	Support Bracket LH	35-3919-02
SC	SCREW 10-½ Pix Tube Mtg. (4)	31-631018-08
WA	Pyramidal Lockwasher (4)	33-255-01
	Clip P.C.B. Support (2)	33-629-02
	Ground Lug	34-33-04
CH	Chassis Base	38-452-01

Main P.C.B. Ass'y (SU-1103A) Parts List

Resistors

Symbol	Description	Part Number
R1406	V R 200Ω	QVZ3230-022
R1408	V R 200Ω	QVZ3230-022
R1410	CMF R 6.8Ω1W J	QRX019J-6R8
R1414	OM R 3.3KΩ1W J	QRG019J-332
R1415	OM R 2.7KΩ1W J	QRG019J-272
R1421	OM R 12KΩ2W J	QRG029J-123
R1422	V R 10KΩ	QVZ3224-014H
⚠FR1401	⚠F R 68Ω2W K	QRH024K-680M
⚠R1503	⚠CMF R 11.8KΩ¼W +1%	QRV142F-1182
R1504	V R 5KΩ	QVZ3230-053
R1509	OM R 10KΩ2W J	QRG029J-103
R1511	OM R 5.6KΩ2W J	QRG029J-562
R1514	OM R 680Ω2W J	QRG029J-681
R1515	CMF R 8.2Ω1W J	QRX019J-8R2
R1522	CMF R 4.7Ω1W J	QRX019J-4R7
R1523	OM R 56Ω2W J	ORG029J-560
R1528	OM R 390Ω1W J	ORG019J-391
R1534	ZN R	ERZ-C05ZK471
VR1501	ZN R	ERZ-C05DK271
⚠R1703	⚠CMF R 39KΩ½W +1%	QRV122F-3902
⚠R1704	⚠CMF R 7.68KΩ¼W +1%	QRV142F-7681
⚠R1901	⚠Posistor	A75414
R1902	UNF R 2Ω7W K	QRF076K-2R0
R1903	CMF R 5.6Ω3W J	QRX039J-5R6
R1904	OM R 10KΩ2W J	QRG026J-103Z
⚠FR1901	⚠F R 220Ω½W K	QRH124K-221M

Capacitors

Symbol	Description	Part Number
C1402	Tan. Cap. 2.2uF 16V K	QEE51CK-225B
C1411	E Cap. 100uF 160V A	QEW52CA-107
C1412	E Cap. 3.3uF 160V A	QEW52CA-335
C1508	PP Cap. 5600pF 50V J	QFP31HJ-562
C1511	E Cap. 47uF 160V A	QEW52CA-476S
⚠C1512	⚠PP Cap. 2000pF DC1500V J	QFZ0082-202
⚠C1513	⚠PP Cap. 2000pF DC1500V J	QFZ0082-202
⚠C1514	⚠PP Cap. 2500pF DC1500V J	QFZ0082-252
C1515	PP Cap. 0.53uF DC1200V K	QFZ0067-534
C1520	BPE Cap. 1uF 50V A	QEN61HA-105Z
C1524	M Cap. 0.1uF 200V K	QFM72DK-682M
C1904	E Cap.	QEY0034-001
C1905	E Cap. 10uF 250V A	QEW52EA-106
⚠C1907	⚠MM Cap. 0.1uF AC150V Z	QFZ9008-104

Coils

Symbol	Description	Part Number
L1501	Peaking Coil	A75360-6
L1502	Liniarty Coil	A39934
L1503	Width Coil	C30380-A
L1504	Heater Choke	C30333-A
L1901	Line Filter	A39475-J

Transformers

Symbol	Description	Part Number
T1501	Hor. Drive Transf.	A46022-BM
T1503	Side Pin Transf.	C39050-A

Semiconductors

Symbol	Description	Part Number
IC1501	I.C.	HA11244
X1101	Si. Transistor	2SC1685(R)
X1102	Si. Transistor	2SA673(C)
X1103	Si. Transistor	2SC1685(R)
X1104	Si. Transistor	2SA673(C)
X1105	Si. Transistor	2SC1685(R)
X1106	Si. Transistor	2SA673(C)
X1301	Si. Transistor	2SC1685(R)
X1302	Si. Transistor	2SC1685(R)
X1303	Si. Transistor	2SA673(C)
X1304	Si. Transistor	2SC1685(R)
X1305	Si. Transistor	2SC1685(R)
X1401	Si. Transistor	2SD478
X1402	Si. Transistor	2SD478
X1501	Si. Transistor	2SC2610BK
X1701	Si. Transistor	2SC1685(P-S)
D1101	Si. Diode	W06A
D1102	Si. Diode	W06A
D1103	Si. Diode	W06A
D1301	Si. Diode	1S2473H
D1401	Si. Diode	1S2473H
D1402	Zener Diode	RD10F(C)
D1503	Si. Diode	HF-1
D1504	Si. Diode	V09E
D1505	Zener Diode	RD11E(B)
D1506	Si. Diode	W06A
D1507	Si. Diode	1SS81
D1508	Si. Diode	1S2473H
⚠D1701	⚠Zener Diode	RD20EV2
⚠D1901	⚠Si. Diode	1S1887A
⚠D1902	⚠Si. Diode	1S1887A
⚠D1903	⚠Si. Diode	1S1887A
⚠D1904	⚠Si. Diode	1S1887A

Miscellaneous

Symbol	Description	Part Number
⚠F1901	⚠Fuse 1A	QMF53U1-1R0S
⚠F1902	⚠UL Fuse 3A	QMF66U1-3R0S

CRT Socket P.C.B. Ass'y (SU-3016A) Parts List

Resistors

Symbol	Description	Part Number
R3105	V R 200Ω	QVZ3234-022
R3106	V R 200Ω	QVZ3234-022
R3113	V R 5KΩ	QVZ3234-053
R3114	V R 5KΩ	QVZ3234-053
R3115	V R 5KΩ	QVZ3234-053
R3116	OM R 10KΩ2W J	QRG029J-103
R3117	OM R 10KΩ2W J	QRG029J-103
R3118	OM R 10KΩ2W J	QRG029J-103
R3119	Comp. R 3.3KΩ½W K	QRZ0039-332
R3120	Comp. R 3.3KΩ½W K	QRZ0039-332
R3121	Comp. R 3.3KΩ½W K	QRZ0039-332

Capacitors

Symbol	Description	Part Number
C3107	E Cap. 10uF 250V A	QEW52EA-106
C3108	C Cap. 1000pF DC1400V P	QCZ9001-102M

Coils

Symbol	Description	Part Number
L3101	Peaking coil	QQL043K-101

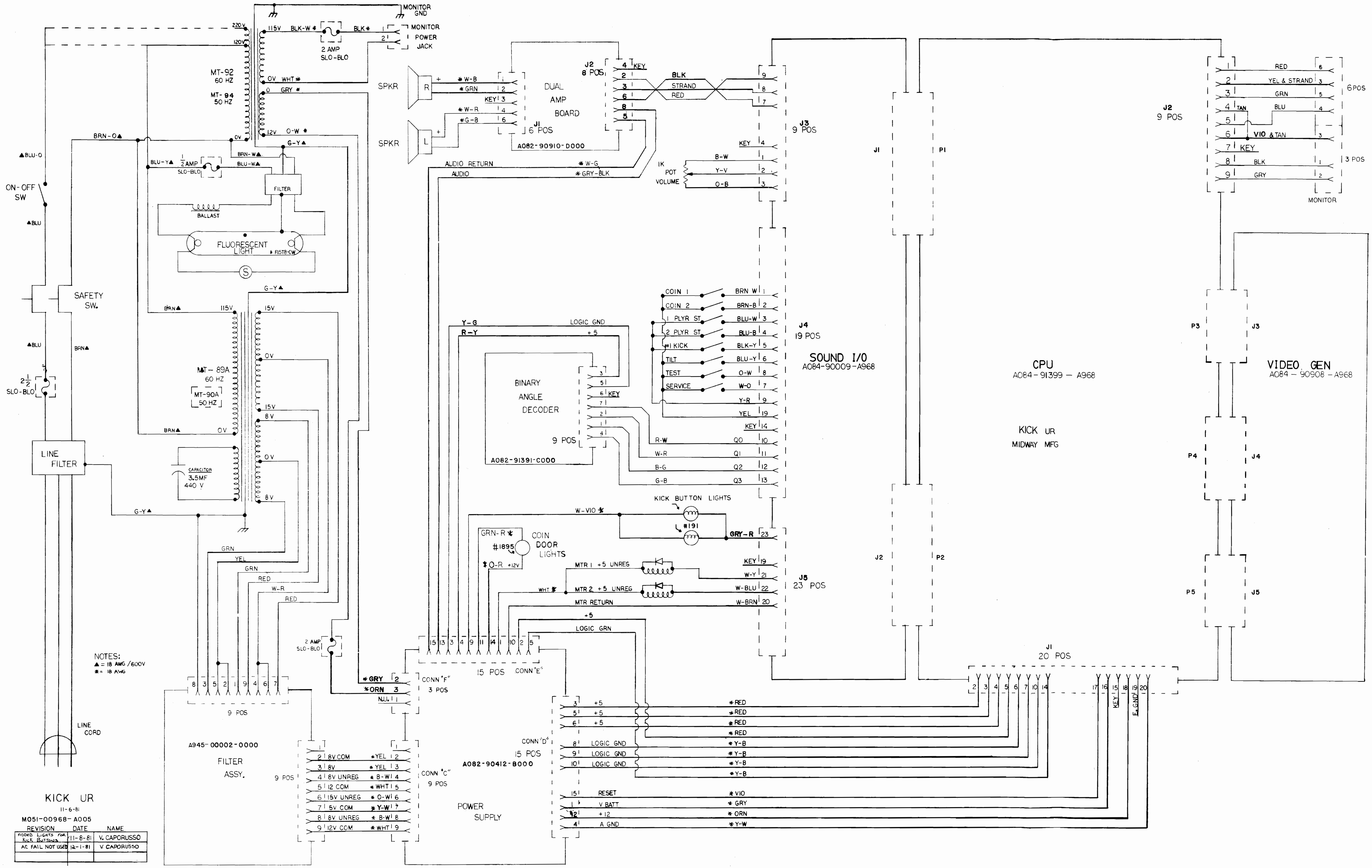
Semiconductors

Symbol	Description	Part Number
X3101	Si. Transistor	2SC2611
X3102	Si. Transistor	2SC2611
X3103	Si. Transistor	2SC2611

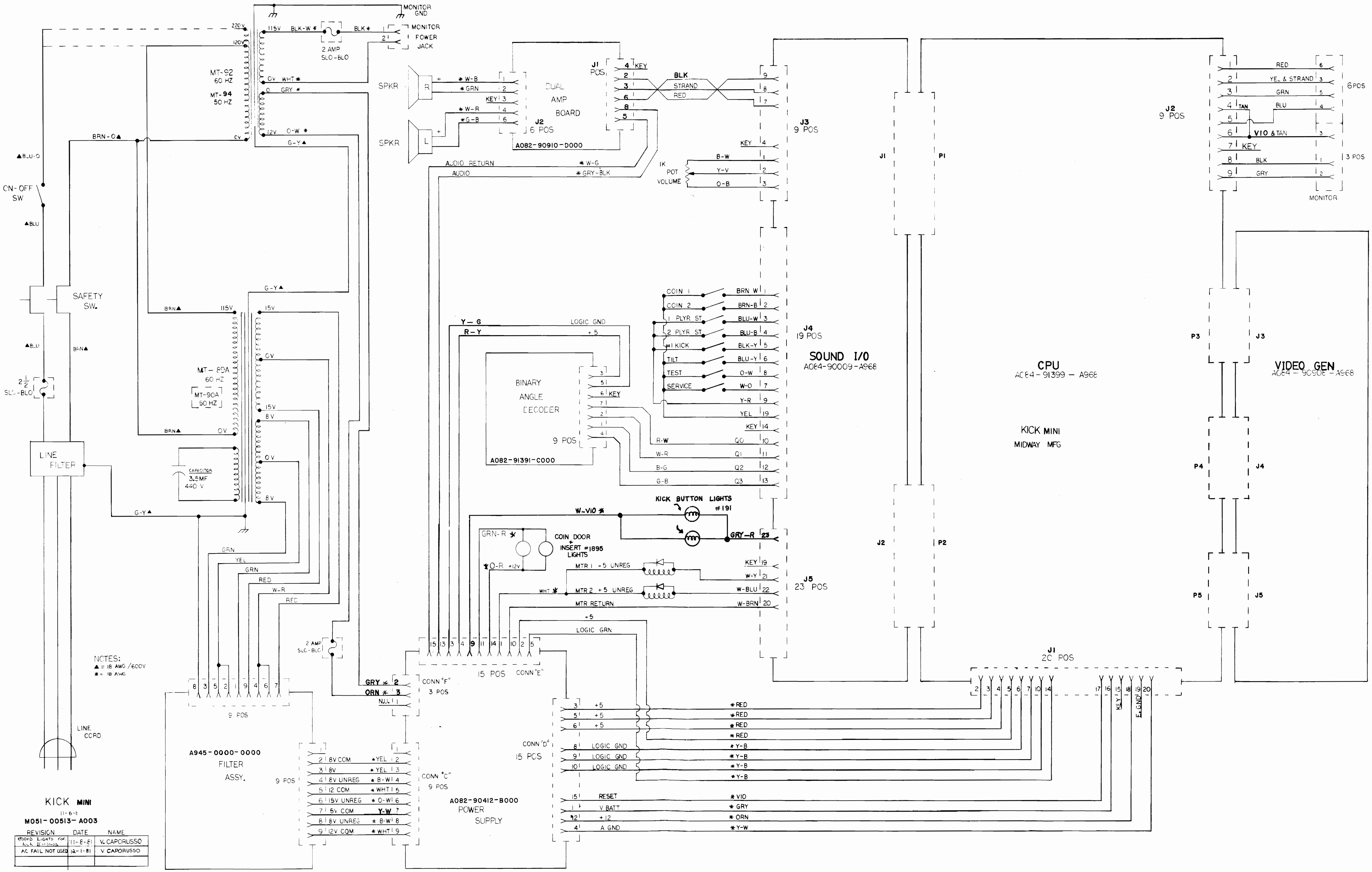
Miscellaneous

Symbol	Description	Part Number
⚠	⚠ CRT Socket	A75522

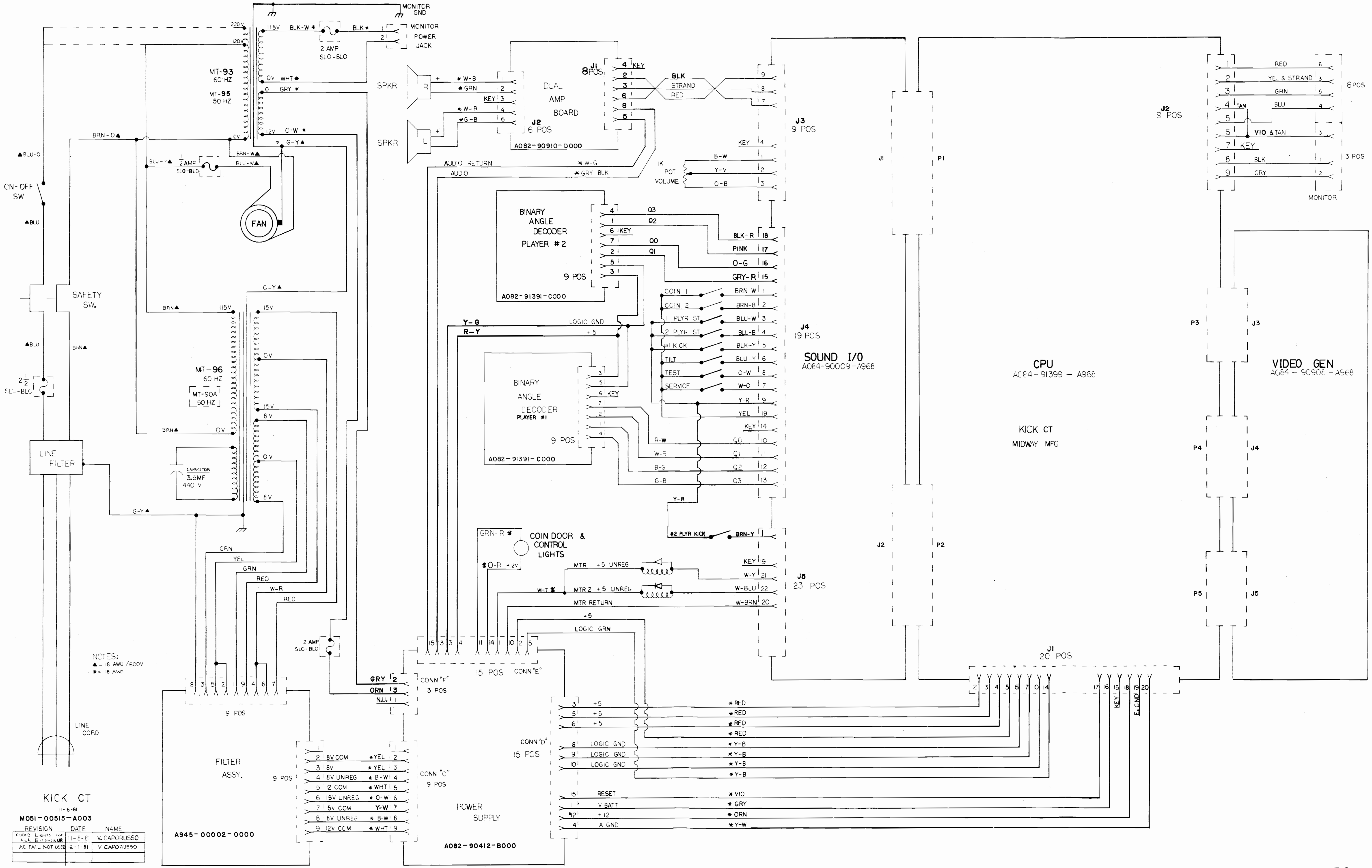
VII Schematics and Wiring Diagrams



MONITOR GND
115V BLK-W * BLK * MONITOR POWER JACK
2 AMP SLO-BLO
220V
120V
MT-92 60 HZ
MT-94 50 HZ
0V WHT *
0 GRY *
12V O-W *
G-Y ▲
BRN-O ▲
BRN-W ▲
BLU-Y ▲ 1/2 AMP SLO-BLO
BLU-W ▲
FILTER
BALLAST
FLUORESCENT LIGHT
F15T8-CW
▲BLU-O
ON-OFF SW
▲BLU
SAFETY SW.
BRN ▲
115V
15V
0V
MT-89A 60 HZ
MT-90A 50 HZ
8V
CAPACITOR 3.5MF 440 V
LINE FILTER
G-Y ▲
GRN
YEL
RED
W-R
2 AMP SLO-BLO
NOTES:
▲ = 18 AWG /600V
* = 18 AWG
LINE CORD
SPKR
R
L
*W-B
*GRN
KEY 3
*W-R
*G-B
DUAL AMP BOARD
J1 6 POS
A082-90910-D000
J2 8 POS
KEY
BLK
STRAND
RED
AUDIO RETURN
AUDIO
*W-G
*GRY-BLK
1K POT VOLUME
B-W
Y-V
O-B
J3 9 POS
Y-G
R-Y
LOGIC GND
+5
BINARY ANGLE DECODER
9 POS
A082-91391-C000
COIN 1
COIN 2
1 PLYR ST
2 PLYR ST
#1 KICK
TILT
TEST
SERVICE
BRN-W
BRN-B
BLU-W
BLU-B
BLK-Y
BLU-Y
O-W
W-O
Y-R
YEL
KEY
R-W
W-R
B-G
G-B
Q0
Q1
Q2
Q3
J4 19 POS
SOUND I/O
A084-90009-A968
KICK BUTTON LIGHTS
W-VIO *
#191
GRY-R
GRN-R *
#1895
*O-R +12V
COIN DOOR LIGHTS
MTR 1 +5 UNREG
WHT *
MTR 2 +5 UNREG
MTR RETURN
W-Y
W-BLU
W-BRN
J5 23 POS
+5
LOGIC GRN
15 POS
CONN "E"
CONN "F" 3 POS
*GRY
*ORN
N.U.
9 POS
A945-00002-0000
FILTER ASSY.
8V COM
8V
8V UNREG
12 COM
15V UNREG
5V COM
8V UNREG
12V COM
*YEL
*WHT
*B-W
*O-W
*Y-W
CONN "C" 9 POS
A082-90412-B000
POWER SUPPLY
CONN "D" 15 POS
+5
LOGIC GND
RESET
V BATT
+12
A GND
*RED
*Y-B
*VIO
*GRY
*ORN
*Y-W
J1 20 POS
KEY
E. GND
J1
P1
J2
P2
CPU
A084-91399-A968
KICK UR
MIDWAY MFG
J2 9 POS
YEL & STRAND
GRN
BLU
TAN
VIO & TAN
BLK
GRY
6 POS
3 POS
MONITOR
P3
J3
P4
J4
P5
J5
VIDEO GEN
A084-90908-A968
KICK UR
11-6-81
M051-00968-A005
REVISION DATE NAME
ADDED LIGHTS FOR KICK BUTTONS 11-8-81 V. CAPORUSSO
AC FAIL NOT USED 12-1-81 V. CAPORUSSO



MONITOR GND
MONITOR POWER JACK
2 AMP SLO-BLO
220V
120V
115V
BLK-W *
BLK *
MT-92 60 HZ
MT-94 50 HZ
0V WHT *
0 GRY *
12V O-W *
BRN-O ▲
G-Y ▲
▲BLU-O
ON-OFF SW
▲BLU
SAFETY SW.
BRN ▲
2 1/2 SLO-BLO
LINE FILTER
MT-89A 60 HZ
MT-90A 50 HZ
CAPACITOR 3.5MF 440 V
15V
0V
8V
GRN
YEL
RED
W-R
SPKR
R
L
W-B
G-B
DUAL AMP BOARD
J2 6 POS
A082-90910-D000
J1 POS
KEY
BLK
STRAND
RED
AUDIO RETURN
AUDIO
W-G
GRY-BLK
1K POT VOLUME
B-W
Y-V
O-B
J3 9 POS
Y-G
R-Y
LOGIC GND
+5
BINARY ANGLE DECODER
9 POS
A082-91391-C000
COIN 1
COIN 2
1 PLYR ST
2 PLYR ST
#1 KICK
TILT
TEST
SERVICE
BRN W
BRN-B
BLU-W
BLU-B
BLK-Y
BLU-Y
O-W
W-O
Y-R
YEL
R-W
B-G
Q0
Q1
Q2
Q3
J4 19 POS
SOUND I/O
A084-90009-A968
KICK BUTTON LIGHTS #191
W-VIO *
GRY-R
GRN-R *
COIN DOOR + INSERT #1895 LIGHTS
O-R +12V
MTR 1 +5 UNREG
MTR 2 +5 UNREG
MTR RETURN
W-Y
W-BLU
W-BRN
J5 23 POS
LOGIC GRN
J1
P1
J2
P2
CPU
AC84-91399 - A968
KICK MINI
MIDWAY MFG
J2 9 POS
YEL & STRAND
BLU
TAN
VIO & TAN
GRY
6 POS
3 POS
MONITOR
P3
J3
P4
J4
P5
J5
VIDEO GEN
J1 20 POS
E. GND
NOTES:
▲ = 18 AWG /600V
* = 18 AWG
LINE CORD
A945-0000-0000 FILTER ASSY.
9 POS
2 AMP SLO-BLO
GRY *
ORN *
N.U.
CONN "F" 3 POS
15 POS
CONN "E"
CONN "C" 9 POS
8V COM
8V
8V UNREG
12 COM
15V UNREG
5V COM
12V COM
Y-W
B-W
WHT
A082-90412-B000 POWER SUPPLY
CONN "D" 15 POS
RESET
V BATT
+12
A GND
VIO
ORN
KICK MINI
11-6-81
M051-00513-A003
REVISION
DATE
NAME
ADDED LIGHTS FOR KICK BUTTONS
11-6-81
V. CAPORUSSO
AC FAIL NOT USED
12-1-81
V. CAPORUSSO

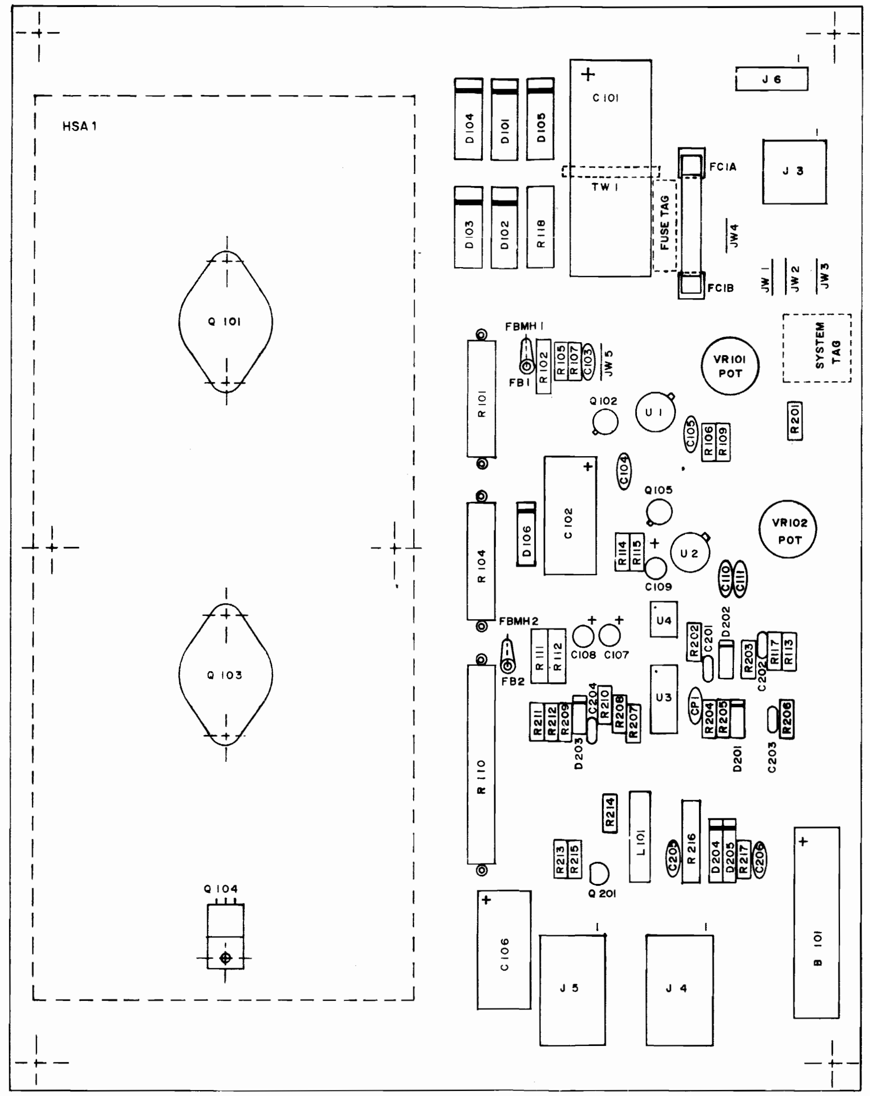


MONITOR GND
MONITOR POWER JACK
2 AMP SLO-BLO
MT-93 60 HZ
MT-95 50 HZ
SPKR
DUAL AMP BOARD
J2 6 POS
A082-90910-D000
J1 8 POS
BLK
STRAND
RED
J3 9 POS
IK POT VOLUME
AUDIO RETURN
AUDIO
FAN
ON-OFF SW
SAFETY SW.
BINARY ANGLE DECODER PLAYER #2
9 POS
A082-91391-C000
COIN 1
COIN 2
1 PLYR ST
2 PLYR ST
#1 KICK
TILT
TEST
SERVICE
J4 19 POS
SOUND I/O
A084-90009-A968
LOGIC GND
MT-96 60 HZ
MT-90A 50 HZ
BINARY ANGLE DECODER PLAYER #1
9 POS
A082-91391-C000
LINE FILTER
CAPACITOR 3.5MF 440 V
#2 PLYR KICK
COIN DOOR & CONTROL LIGHTS
MTR 1 +5 UNREG
MTR 2 +5 UNREG
MTR RETURN
J5 23 POS
NOTES:
▲ = 18 AWG /600V
✱ = 18 AWG
2 AMP SLO-BLO
15 POS
CONN "F" 3 POS
CONN "E"
LOGIC GRN
LINE CORD
9 POS
FILTER ASSY.
A945-00002-0000
CONN "C" 9 POS
CONN "D" 15 POS
POWER SUPPLY
A082-90412-B000
RESET
V BATT
A GND
CPU
AC84-91399-A968
KICK CT
MIDWAY MFG
J1 20 POS
J2 9 POS
6 POS
3 POS
MONITOR
VIDEO GEN
A084-90906-A968
KICK CT
11-6-81
M051-00515-A003
REVISION
DATE
NAME
FORCED LIGHTS FOR KICK EXPANSION
11-8-81
V. CAPORUSSO
AC FAIL NOT USED
12-1-81
V. CAPORUSSO

DESIGNATION LIST

DESIGNATION #	DESCRIPTION
C101	4700uf AX. ELECT.
C102	470uf AX. ELECT.
C103	.1uf AX. CER.
C104	.1uf AX. CER.
C105	47pf AX. CER.
C106	470uf AX. ELECT.
C107	100uf RD. TANT.
C108	1uf RD. TANT.
C109	4.7uf RD. TANT.
C110	.1uf AX. CER.
C111	.1uf AX. CER.
C201	.01uf MYLAR
C202	.033uf MYLAR
C203	.01uf MYLAR
C204	.047uf MYLAR
C205	820pf AX. CER.
C206	.01uf AX. CER.
CP1	.1uf AX. CER.
R101	.18ohm 5W W/RES. SPACER
R102	68ohm 1/2W 5%
R104	10ohm 5W W/RES. SPACER
R105	27ohm 1/4W 5%
R106	270ohm 1/4W 5%
R107	6.2K 1/4W 5%
R109	1K 1/4W 5%
R110	.16ohm 15W W/RES. SPACER
R111	6.8ohm 1/2W5%
R112	68ohm 1/2W 5%
R113	1.2K 1/4W 5%
R114	47ohm 1/4W 5%
R115	160ohm 1/4W 5%
R117	560ohm 1/4W 5%
R118	150ohm 2W
R201	270ohm 1/4W 5%
R202	1.2K 1/4W 5%
R203	1.1M 1/4W 5%
R204	3.3M 1/4W 5%
R205	10M 1/4W 5%
R206	100K 1/4W 5%
R207	33K 1/4W 5%
R208	2M 1/4W 5%
R209	1M 1/4W 5%
R210	1.2M 1/4W 5%
R211	75K 1/4W 5%
R212	75K 1/4W 5%
R213	220K 1/4W 5%
R214	3.9K 1/4W 5%
R215	1.2K 1/4W 5%
R216	82ohm 1W 10%
R217	270ohm 1/4W 5%
VR101,102	100ohm POT
D101	A15F
D102	A15F
D103	A15F
D104	A15F
D105	A15F
D106	1N4001
D201	1N4148
D202	1N4148
D203	1N4148
D204	1N4001
D205	1N4001

DESIGNATION #	DESCRIPTION
Q102	2N2905
Q105	2N2905
Q201	2N4401
U1	LM305 REG.
U2	LM305 REG.
U3	LM3900
U4	4N28
L101	.22uH INDUCTOR
B101	BATTERY 3.6VDC 60DEG-C
F1	3/8A S-BLO FUSE
FC1A,1B	FUSE CLIP
FB1,2	FERRITE BEAD
TW1	TIE WRAP
J3	9PIN P.C. MOUNT CONN.(MALE)
J4	15PIN P.C. MOUNT CONN.(FEMALE)
J5	15PIN P.C. MOUNT CONN.(MALE)
J6	3PIN P.C. MOUNT CONN.(MALE)
LB1	FUSE TAG
LB2	SYSTEM TAG
HSA1	HEAT SINK ASS'Y 1
MHHSA1	MOUNTING HARD WARE(HEAT SINK)
	2-SCREW
	4-WASHER
	2-HEXNUT
JW1-5	JUMPER WIRE
FBMH1,2	FERRITE BEAD MOUNTING HARDWARE



CROSS REFFERENCE LIST

DESCRIPTION	Q'ty	DESIGNATION #	PART #
3PIN P.C. MOUNT CONN. (MALE)	1	J6	0017-00021-0443
9PIN P.C. MOUNT CONN.(MALE)	1	J3	0017-00021-0425
15PIN P.C. MOUNT CONN.(FEMALE)	1	J4	0017-00021-0441
15PIN P.C. MOUNT CONN.(MALE)	1	J5	0017-00021-0440
22 AWG T&R BARE 2.5"	5	JW1-5	0151-00087-0000

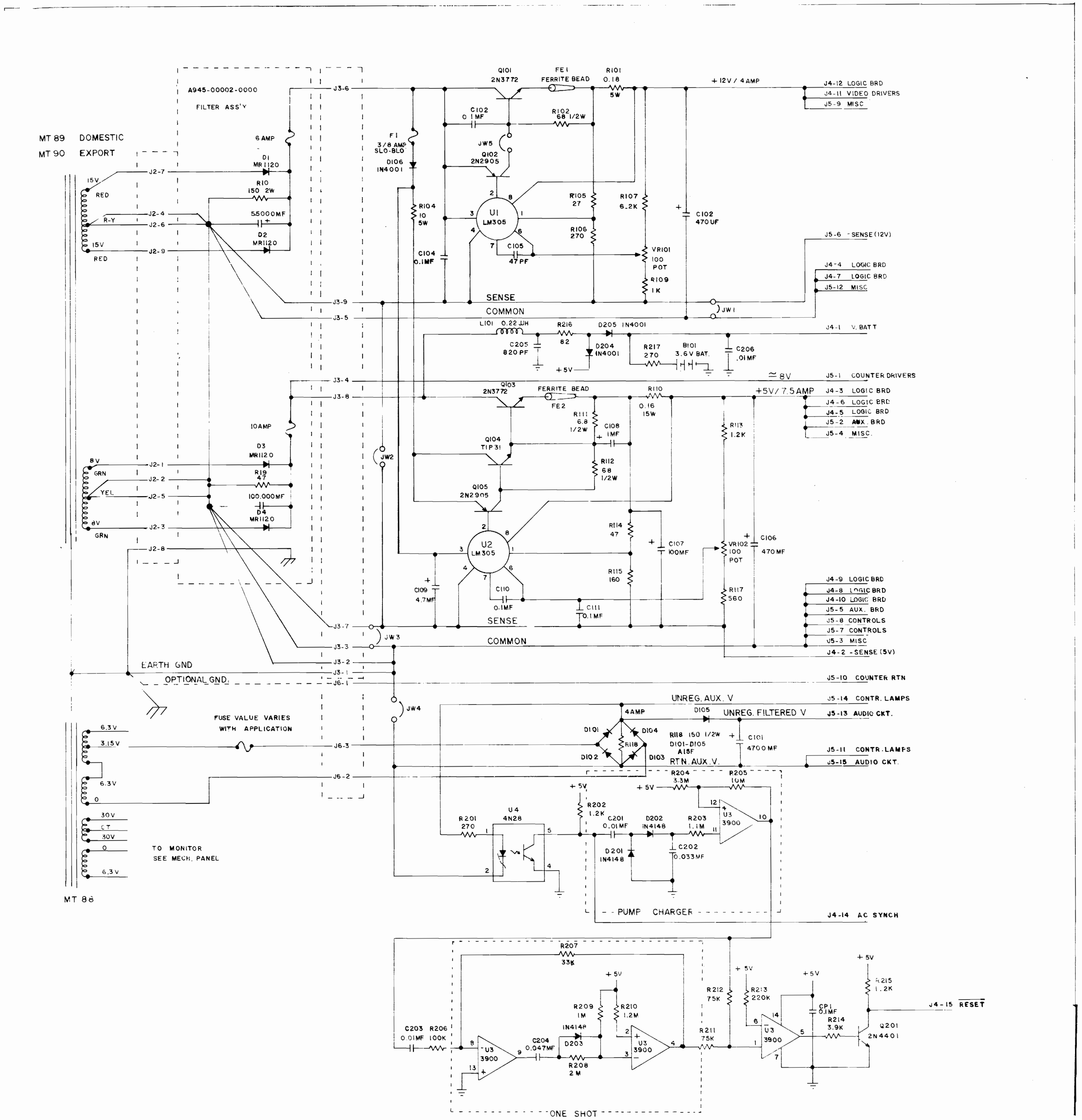
CROSS REFFERENCE LIST

DESCRIPTION	Q'ty	DESIGNATION #	PART #
47pf AX. CER.	1	C105	0945-00811-0100
820pf AX. CER.	1	C205	0945-00816-0400
.01uf AX. CER	1	C206	0945-00816-0100
.01uf MYLAR	2	C201,203	0945-00816-0200
.033uf MYLAR	1	C202	0945-00816-0500
.047uf MYLAR	1	C204	0945-00816-0300
.1uf AX. CER.	5	C103,104,110,111, CP1	0945-00811-0200
1uf RAD. TANT	1	C108	0945-00811-0300
4.7uf RAD. TANT	1	C109	0945-00811-0400
100uf RAD. TANT	1	C107	0945-00811-0500
470uf AX. ELECT.	2	C102,106	0945-00816-0600
4700uf AX. ELECT.	1	C101	0945-00811-0700
.16ohm 15W 5%	1	R110	0945-00815-0100
.18ohm 5W 5%	1	R101	0945-00815-0200
6.8ohm 1/2W 5%	1	R111	0062-047D3-1XXX
10ohm 5W 5%	1	R104	0945-00812-0100
27ohm 1/4W 5%	1	R105	0062-068B3-1XXX
47ohm 1/4W 5%	1	R114	0062-086B3-1XXX
68ohm 1/2W 5%	2	R102,112	0062-098D3-1XXX
82ohm 1W 10%	1	R216	0062-104F5-1XXX
150ohm 2W 5%	1	R118	0945-00812-0200
160ohm 1/4W 5%	1	R115	0062-124B3-1XXX
270ohm 1/4W 5%	3	R106,201,217.	0062-138B3-1XXX
560ohm 1/4W 5%	1	R117	0062-162B3-1XXX
1K 1/4W 5%	1	R109	0062-179B3-1XXX
1.2K 1/4W 5%	3	R113,202,215	0062-183B3-1XXX
3.9K 1/4W 5%	1	R214	0062-207B3-1XXX
6.2K 1/4W 5%	1	R107	0062-217B3-1XXX
33K 1/4W 5%	1	R207	0062-251B3-1XXX
75K 1/4W 5%	2	R211,212	0062-269B3-1XXX
100K 1/4W 5%	1	R206	0062-275B3-1XXX
220K 1/4W 5%	1	R213	0062-291B3-1XXX
1M 1/4W 5%	1	R209	0062-323B3-1XXX
1.1M 1/4W 5%	1	R203	0062-325B3-1XXX
1.2M 1/4W 5%	1	R210	0062-327B3-1XXX
2M 1/4W 5%	1	R208	0062-337B3-1XXX
3.3M 1/4W 5%	1	R204	0062-347B3-1XXX
10M 1/4W 5%	1	R205	0062-371B3-1XXX
100ohm POT	2	VR101,102	0945-00814-0000
A15F RECTIFIER	5	D101-105	0945-00804-0200
1N4001	3	D106,204,205	0945-00804-0300
1N4148	3	D201-203	0945-00804-0500
2N2905	2	Q102,105	0945-00808-0300
2N4401	1	Q201	0945-00804-0400
LM305 REG.	2	U1,2	0945-00813-0100
LM3900	1	U3	0945-00813-0200
4N28	1	U4	0945-00813-0300
BATTERY 3.6VDC 60DEG-C	1	B101	0017-00003-0377
FUSE 3/8A S-BLO	1	F1	0945-00808-0400
FUSE CLIP	2	FC1A,1B	0017-00003-0214
TIE WRAP	1	TW1	0945-00814-0300

DESCRIPTION	Q'ty	DESIGNATION #	PART #
FERRITE BEAD	2	FB1,2	0017-00009-0225
FERRITE MOUNTING HDW.	2	FBMH1,2	0017-00033-0139
.22uH INDUCTOR	1	L101	0945-00814-0200
FUSE TAG	1		M051-00945-A004
SYSTEM TAG	1		M051-00945-A009
P.C.B.	1		A080-90412-B000
HEAT SINK ASS'Y (SEE HS ASS'Y DRAWING "** NOTE")	1	HSA1	A945-00008-0000
** 4-40 X 10 SLT RND	2	MH HSA 1A, 2A.	0017-00101-00727
** 4-40 HEX NUT	2	MH HSA 1E, 2E.	0017-00103-0002
** WSH 4-120-.250-018	4	MH HSA 1B,1D MH HSA 2B,2D	0017-00104-0071

PROJ. ENG : L. DEKKER
M051-00945-B006

DO NOT SCALE DWG	HEAT TREAT	SCALE	USED ON KICK	MIDWAY MFG. CO. FRANKLIN PK. ILL.
DIM TOLERANCES UNLESS SPECIFIED: CONCENTRICITY T.I.R. .003; FRACTIONAL 1/64; DECIMAL .005; HOLE DIA + .002 .000	DRN C.L	MAT'L	NO. REQ'D 1PER	REVISIONS
	CKD L.D.	FINISH	PWR SPLY 125VA W/CKT SPRT A082-90412-B000	PART NO M051-00945-B006
	DATE 12-14-81			



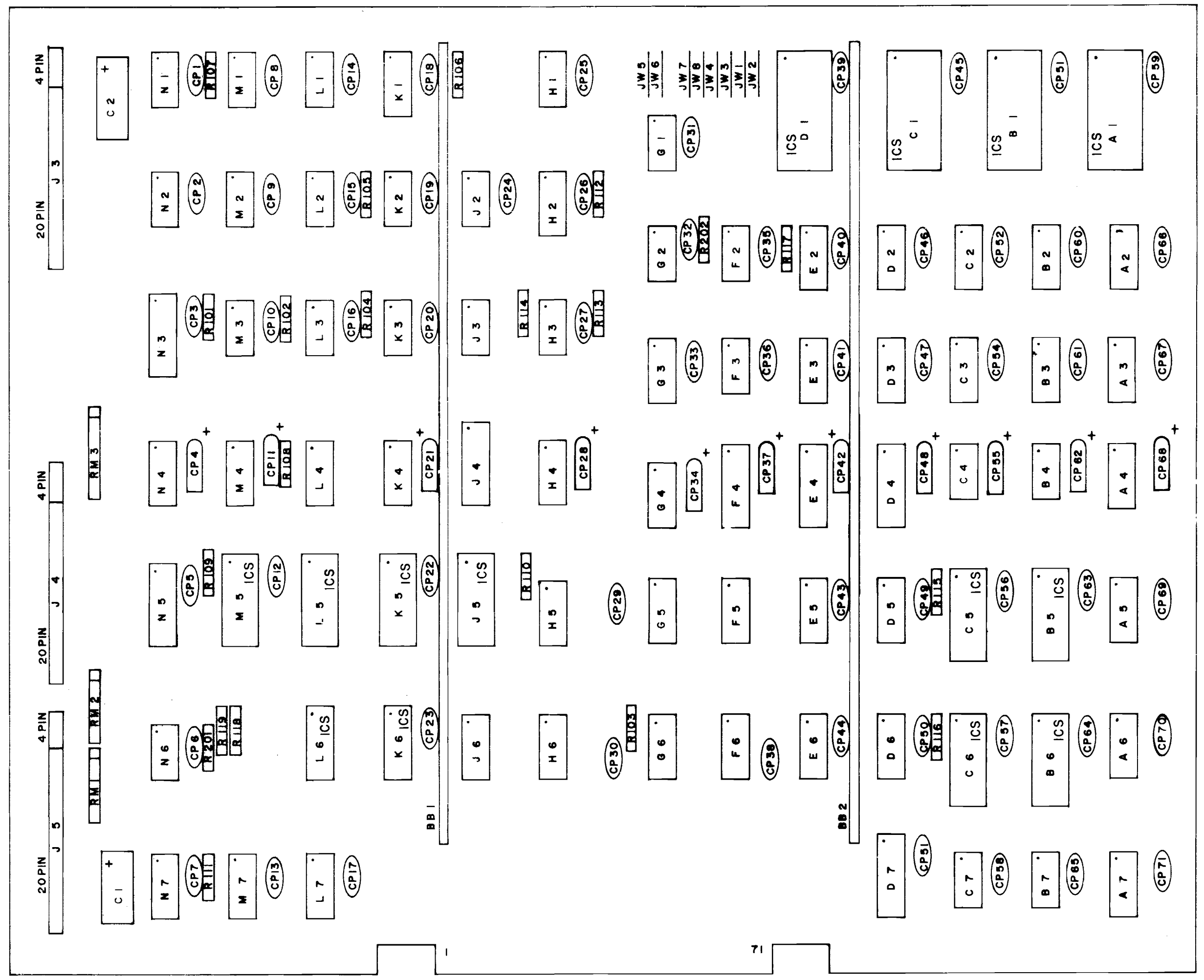
PROJECT ENG. L. DEKKER	MCR II	MIDWAY MFG. CO.
FULL	1 PER	
12-14-81	SCHEMATIC DRAWING 125VA POWER SUPPLY A082-90412-B000	M051-0945-B007

DESIGNATION LIST

DESIGNATION	DESCRIPTION
C1, 2	100 µf AX. ELECT
CP1-3, 5-10, CP12-20, 22-27, CP29-33, 35, 36, CP38-41, 43-47, CP49-54, 56-61, CP63-67, 69-71.	.01µf AX. CER.
CP4, 11, 21, 28, 34, CP37, 42, 48, 55, CP62, 68.	10µf 25V AX. TANT.
R101-119, 201, 202,	1 K 1/4W 5%
RM1, 2	8PIN 1 K SIP
RM 3	10PIN 1 K SIP

DESIGNATION	DESCRIPTION
IC A 1	EPROM
IC A 2	74 LS157
IC A 3	74 LS157
IC A 4	74 LS157
IC A 5	74 LS157
IC A 6	74 LS157
IC A 7	74 LS157
IC B 1	EPROM
IC B 2	74 LS194
IC B 3	74 LS194
IC B 4	74 LS32
IC B 5	422
IC B 6	422
IC B 7	74LS32
IC C 1	EPROM
IC C 2	74 LS194
IC C 3	74 LS194
IC C 4	74 LS 32
IC C 5	422
IC C 6	422
IC C 7	74 LS 32
IC D 1	EPROM
IC D 2	74 LS194
IC D 3	74 LS194
IC D 4	74 LS273
IC D 5	74 LS157
IC D 6	74 LS 157
IC D 7	74 LS 273
IC E 2	74 LS194
IC E 3	74 LS194
IC E 4	74 LS 374
IC E 5	74 LS157
IC E 6	74 LS157
IC F 2	7400
IC F 3	74 S04
IC F 4	74 LS 374
IC F 5	74 LS 157
IC F 6	74 LS 157
IC G 1	74 LS 86
IC G 2	74 LS 20
IC G 3	74 LS 283
IC G 4	74 LS 283
IC G 5	74 LS 283
IC G 6	74 LS157

DESICNATION	DESCRIPTION
IC H 1	74 LS 86
IC H 2	74174
IC H 3	74 S 74
IC H 4	74175
IC H 5	74174
IC H 6	74 LS 157
IC J 2	74 LS 30
IC J 3	7430
IC J 4	74 LS273
IC J 5	422
IC J 6	74 LS 157
IC K 1	74161
IC K 2	7430
IC K 3	7474
IC K 4	74161
IC K 5	422
IC K 6	2114-2
IC L 1	74 LS 20
IC L 2	7408
IC L 3	7474
IC L 4	74 LS283
IC L 5	422
IC L 6	2114-2
IC L 7	74 LS 157
IC M 1	7430
IC M 2	7432
IC M 3	74 S 74
IC M 4	74161
IC M 5	422
IC M 7	74 LS 157
IC N 1	7430
IC N 2	7427
IC N 3	74LS273
IC N 4	74 LS 283
IC N 5	74 LS 245
IC N 6	7404
IC N 7	74 LS 157
ICS A1, B1, C1, D1.	28PIN IC SOCKET
ICS B5, 6, C5, 6, J5, K5, L5, M5.	22PIN IC SOCKET
ICS K6, L6.	18PIN IC SOCKET
J3, 4, 5.	20PIN AND 4 PIN SOCKET
JW1-8	JUMPER WIRE
BB1, 2	BUSS BAR

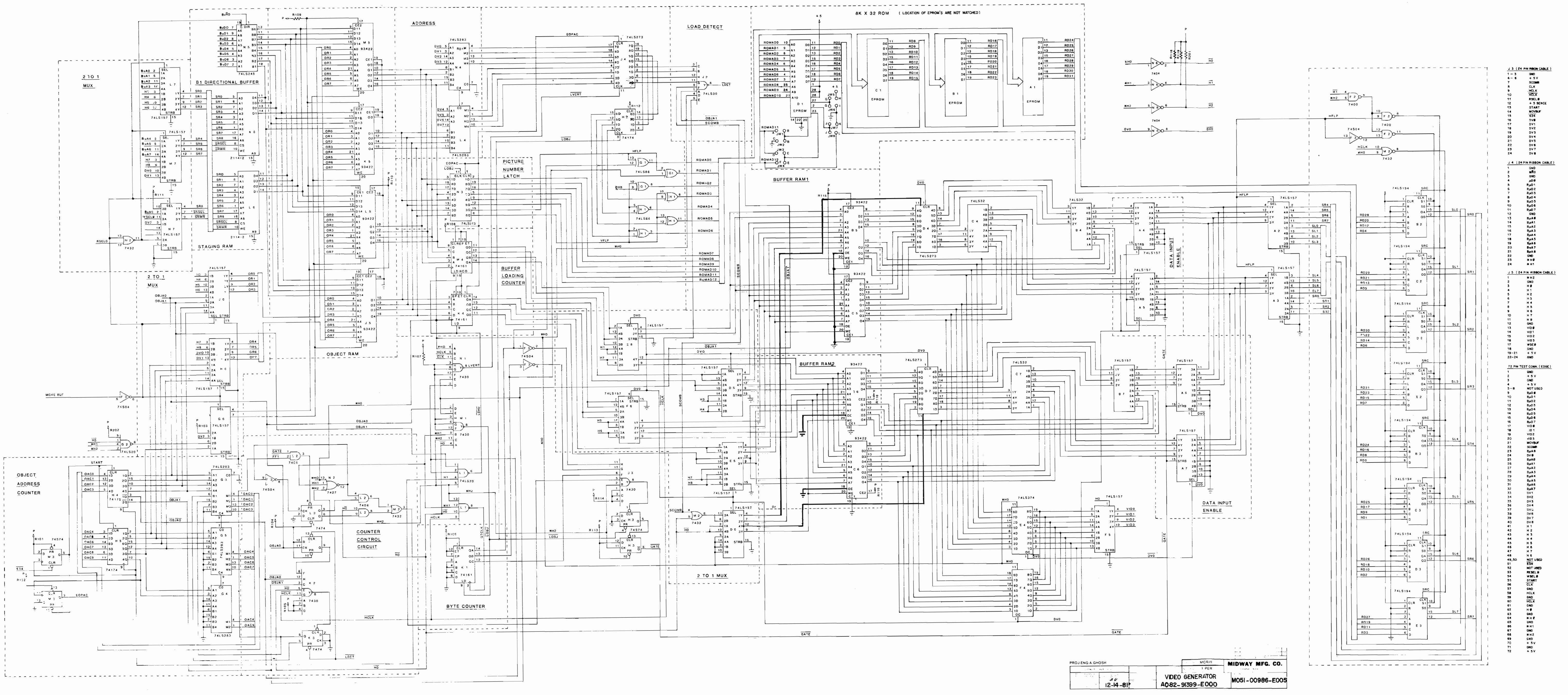


CROSS REFERENCE LIST

Q'TY	DESCRIPTION	DESIGNATION	PART NO.
60	.01 µf 50V AX. CER.	CP1-3, CP5-10, CP12-20, CP22-27, CP29-33, CP35, 36, CP38-41, CP43-47, CP49-54, CP56-61, CP63-67, CP69-71.	0986-00800-2500
11	10 µf 25 V AX. TANT.	CP4, 11, 21, 28, 34, 37, CP42, 48, 55, 62, 68.	0986-00800-2400
2	100 µf 25 V AX. ELECT.	C1, 2.	0986-00800-1800
21	1 K 1/4 W CRBN. FLM.	R101-119, 201, 202.	0062-17983-1XXX
2	1 K 8 PIN SIP	RM1, 2.	0986-00804-1100
1	1 K 10 PIN SIP	RM 3	0986-00804-1000
2	2114-2	K6, L6.	0986-00803-2300
1	7400	F 2	0986-00803-2800
1	7404	N 6	0986-00803-8300
1	74S04	F 3	0986-00803-3100
1	7408	L 2	0986-00803-3200
2	74LS20	G2, L1	0986-00803-3400
1	7427	N 2	0986-00803-3500
4	7430	J3, K2, M1, N1	0986-00803-3600
1	74LS30	J 2	0986-00803-4300
1	7432	M 2	0986-00803-4400
4	74LS32	B4,7, C4,7,	0986-00803-3700
2	7474	K3, L3	0986-00803-4500
2	74S74	H3, M3	0986-00803-4100
2	74LS86	G1, H1	0986-00803-4200
18	74LS157	A2,3,4,5,6,7, D5,6, E5,6, F5,6, G6, H6, J6, L7, M7, N7.	0986-00803-2400
3	74161	K1, K4, M4.	0986-00803-2500
2	74174	H2,5	0986-00803-2600
1	74175	H4	0986-00803-2700
8	74LS194	B2,3, C2,3, D2,3, E2,3.	0986-00803-2900
1	74LS245	N5	0986-00803-3000
4	74LS273	D4,7, J4, N3	0986-00803-3800
5	74LS283	G3,4,5, L4, N4,	0986-00803-3900
2	74LS374	E4, F4	0986-00803-4000
8	93422	B5,6, C5,6, J5, K5, L5, M5	0986-00804-0800
1	EPROM	A1 (VG A)	0968-00803-3400 KICK UPRIGHT OULY / 0513-00803-3000 KICK MINI & CT OULY
1	EPROM	B1 (VG B)	
1	EPROM	C1 (VG C)	
1	EPROM	D1 (VG D)	
8	JUMPER WIRE	JW1-8	0986-00805-0200
2	BUSS BAR	BB1, 2	0986-00804-0900
1	P.C. BOARD		A080-91399-E000
3	4 PIN SOCKET	J 3,4,5	0986-00804-0400
3	20 PIN SOCKET	J 3,4,5	0986-00804-0500
4	28 PIN SOCKET	ICS A1, B1, C1, D1	0986-00804-0300
8	22 PIN SOCKET	ICS B5,6, C5,6, J5, K5, L5, M5	0986-00804-0700
2	18 PIN SOCKET	ICS K6, L6	0986-00804-0600
1	VIDEO GENERATOR		A080-91399-F000

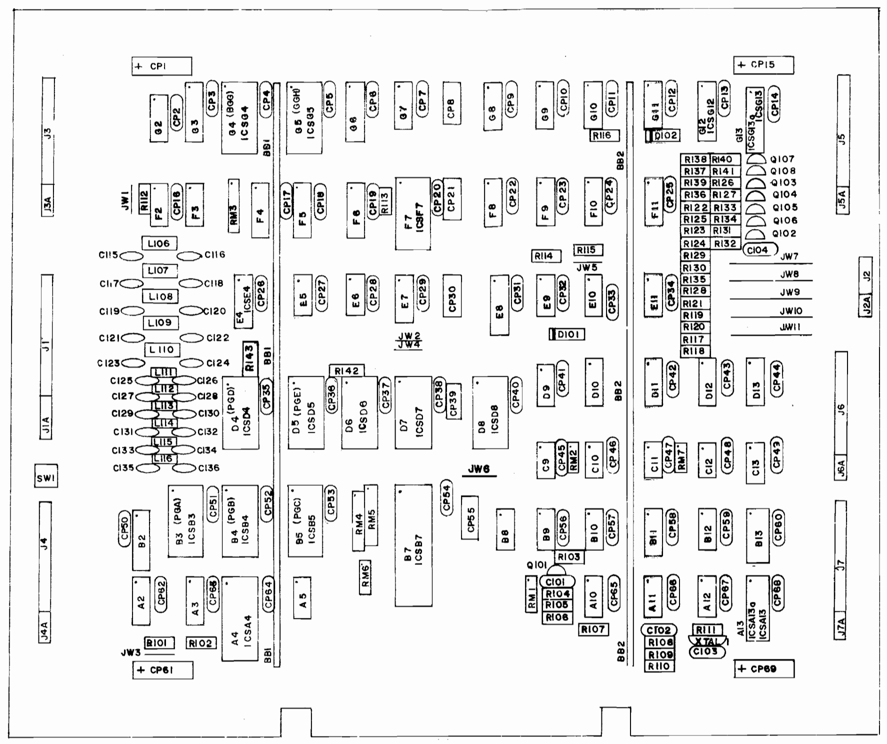
PROJ. ENG. ATISH GHOSH

DO NOT SCALE DWG	HEAT TREAT	SCALE	USED ON KICK	**MIDWAY MFG. CO.** FRANKLIN PK ILL
DIM TOLERANCES UNLESS SPECIFIED	DRN	MAT'L	NO REQ'D 1 PER	REVISIONS
	CK A.G.	FINISH	**ASSEMBLY DRAWING VIDEO GENERATOR P.C. A082-91399-F000**	PART NO **M051-00968-A016**
	D 12/11/81			


2 TO 1 MUX
S1 DIRECTIONAL BUFFER
STAGING RAM
ADDRESS
OBJECT RAM
PICTURE NUMBER LATCH
BUFFER LOADING COUNTER
LOAD DETECT
8K X 32 ROM (LOCATION OF EPROM'S ARE NOT MATCHED)
BUFFER RAM1
BUFFER RAM2
DATA INPUT ENABLE
OBJECT ADDRESS COUNTER
COUNTER CONTROL CIRCUIT
BYTE COUNTER
PROJ.ENG:A.GHOSH
MCR/II
1 PER
MIDWAY MFG. CO.
12-14-81
VIDEO GENERATOR
A082-91399-E000
M051-00986-E005

DESIGNATION LIST

DESIGNATION	DESCRIPTION
C101	33 PF 50V AX. CER.
C102	.1 MF " "
C103	.1 MF 100V MYLAR
C104	390 PF 50V AX. CER
C115-C136	.01 MF " "
CP1	470 MF 16V ELECT. AX.
CP2-CP7	.01 MF 50V AX. CER.
CP8	10 MF 25V AX. TANT.
CP9-CP14	.01 MF 50V AX. CER.
CP15	470 MF 16V ELECT. AX.
CP16-CP20	.01 MF 50V AX. CER.
CP21	10 MF " "
CP22-CP29	.01 MF " "
CP30	10 MF " "
CP31-CP38	.01 MF " "
CP39	10 MF " "
CP40-CP54	.01 MF " "
CP55	10 MF " "
CP56-CP60	.01 MF " "
CP61	470 MF 16V ELECT. AX.
CP62-CP68	.01 MF 50V AX. CER.
CP69	470 MF 16V ELECT. AX.
R101, R102	4.7 K OHM 1/4W CRBN.
R103	560 " " "
R104	1.2 K " " "
R105	220 " " "
R106	22 " " "
R107	4.7K " " "
R108	330 " " "
R109, R110	1K " " "
R111	330 " " "
R112	10K " " "
R113	1K " " "
R114, R115	4.7K " " "
R116	1K " " "
R117, R118	560 " " "
R119	100 " " "
R120	820 " " "
R121	130 " " "
R122	2K " " "
R123	1K " " "
R124	470 " " "
R125	240 " " "
R126, R127	10 " " "
R128	130 " " "
R129	2K " " "
R130	1K " " "
R131	470 " " "
R132	240 " " "
R133, R134	10 " " "
R135	130 " " "
R136	2K " " "
R137	1K " " "
R138	470 " " "
R139	240 " " "
R140, R141	10 " " "
R142, R143	4.7K " " "
RM1	4.7K OHM 6 PIN SIP
RM2	1K " " " "
RM3	4.7K " 9 " "
RM4, RM5	10K " 10 " "
RM6	10K " 6 " "
RM7	560 " " " "
D101	1N5817
D102	1N4148
Q101	2N4403
Q102	2N4123
Q103-Q108	MPSA70
IC A2	74161
" A3	74LS367
" A4	MK3882
" A5	74LS32
" A10, A11	74S74
" A12	74S04
" A13	H-T
" B2	74LS244
" B3	EPROM
" B4	EPROM
" B5	EPROM
" B7	MK3880
" B8	7474
" B9	7432
" B10	74S04
" B11	74LS367
" B12	7432
" B13	V&H-T
IC C9	74LS08
" C10	7474
" C11	74S04
" C12, C13	7420
" D4	EPROM
" D5	EPROM
" D6	EPROM
" D7	EPROM
" D8	8416-20
" D9	74LS155
" D10-D13	74LS157
" E4	NVR CONT
" E5, E6	7432
" E7	74LS138
" E8	74LS244
" E9	7420
" E10	74S04
" E11	7427
" F2	4053
" F3	4017
" F4, F5	74LS245
" F6	74LS374
" F7	4118
" F8, F9	74LS157
" F10, F11	7489
" G2	74LS153
" G3	74LS374
" G4	EPROM
" G5	EPROM
" G6	74LS374
" G7	74LS153
" G8 - G11	7489
" G12	MISC-T
" G13	V-T
L106-L110	10µH W.W.
L111 - L116	10µH MOLD
ICSA4	28 PIN IC SOCKET
ICSA13	16 " " "
ICSA13a	8 " " "
ICSB3-ICSB5	24 " " "
ICSB7	40 " " "
ICSB13	20 " " "
ICSD4 - ICSD8	24 " " "
ICSF7	24 " " "
ICSG4, ICSG5	24 " " "
ICSG12	20 " " "
ICSG13	16 " " "
ICSG13a	8 " " "
ICSE4	20 " " "
BB1, BB2	BUS BAR
S.W.	SWITCH P.B. MTG
XTAL1	19.968 MHZ CRYSTAL
JW1 - JW11	JUMPER WIRE
J1A	KK-156 STR. 5 PIN
J1	" " " 14 PIN
J2A	KK-100 RT. ANGLE 2 PIN
J2	" " " " 6 PIN
J3A-J7A	RIBBON SOCKET 4 PIN
J3 - J7	" " 20 PIN
A080-90009-F000	MCR II CPU. BD.




CROSS REFERENCE LIST

DESCRIPTION	QT'Y	DESIGNATION	PART NO.
33 PF 50V AX. CER.	1	C101	0986-00800-0300
390 PF " "	1	C104	0986-00800-3000
.01 MF " "	82	CP2-CP7, CP9-CP14, CP16-CP20, CP22-CP29, CP31-CP38, CP40-CP54, CP56-CP60, CP62-CP68, CP115-CP136	0986-00800-2200
.1 MF 100V MYLAR	1	C103	0986-00800-0100
.1 MF 50V AX. CER.	1	C102	0986-00800-0200
10 MF 25V AX. TANT	5	CP8, CP21, CP30, CP39 CP55	0986-00800-3400
470 MF 16V ELECT.	4	CP1, CP15, CP61, CP69	0986-00800-3300
10 OHM 1/4W CRBN	6	R126, R127, R133, R134, R140, R141	0062-05183-1XXX
22 " " "	1	R106	0062-06383-1XXX
100 " " "	1	R119	0062-11083-1XXX
130 " " "	3	R121, R128, R135	0062-11983-1XXX
220 " " "	1	R105	0062-13383-1XXX
240 " " "	3	R125, R132, R139	0062-13583-1XXX
330 " " "	2	R108, R111	0062-14483-1XXX
470 " " "	3	R124, R131, R138	0062-15683-1XXX
560 " " "	3	R103, R117, R118	0062-16283-1XXX
820 " " "	1	R120	0062-17483-1XXX
1K " " "	7	R109, R113, R116, R123 R130, R137, R110	0062-17983-1XXX
1.2K " " "	1	R104	0062-18383-1XXX
2K " " "	3	R122, R129, R136	0062-19383-1XXX
4.7K " " "	7	R101, R102, R107, R114 R115, R142, R143	0062-21183-1XXX
10K " " "	1	R112	0062-22783-1XXX
560 OHM 6 PIN SIP	1	RM7	0986-00804-2600
1K " " " "	1	RM2	0986-00804-2500
4.7K " 9 " "	1	RM3	0986-00804-2200
4.7K " 6 " "	1	RM1	0986-00804-2400
10 K " " " "	1	RM6	0986-00804-2300
10K " 10 " "	2	RM4, RM5	0986-00804-2700
1N4148	1	D102	0986-00801-0100
1N5817	1	D101	0986-00801-0300
MPSA70	6	Q103-Q108	0986-00802-0300
2N4123	1	Q102	0986-00802-0100
2N4403	1	Q101	0986-00802-0200
74S04	4	IC A12, B10, C11, E10	0986-00803-0400
74LS08	1	" C9	0986-00803-1600
7420	3	" C12, C13, E9	0986-00803-1200
7427	1	" E11	0986-00803-8800
7432	4	" B9, B12, E5, E6	0986-00803-0500
74LS32	1	" A5	0986-00803-0600
7474	2	" B8, C10	0986-00803-1400
74S74	2	" A10, A11	0986-00803-1500
7489	6	" F10, F11, G8-G11	0986-00803-1800
74LS138	1	" E7	0986-00803-1900
74LS153	2	" G2, G7	0986-00803-1000
74LS155	1	" D9	0986-00803-8600
74LS157	6	" D10-D13, F8, F9	0986-00803-1100
74161	1	" A2	0986-00803-0100
74LS244	2	" B2, E8	0986-00803-0800
74LS245	2	" F4, F5	0986-00803-0900
74LS367	2	" A3, B11	0986-00803-2200
74LS374	3	" F6, G3, G6	0986-00803-0700
MK3880	1	" B7	0986-00803-7800
MK3882	1	" A4	0986-00803-7700
4017	1	" F3	0986-00803-8700
4053	1	" F2	0986-00803-2000
4118	1	" F7	0986-00803-8400
8416-20	1	" D8	0986-00803-8100
H-T	1	" A13	0986-00803-8900
V-T	1	" G13	0986-00803-9000
V&H-T	1	" B13	0986-00803-9100
MISC-T	1	" G12	0986-00803-9200
NVR CONT	1	" E4	0986-00803-3200
EPROM	1	" B3 (PGA)	0968-00803-2200 UPRIGHT OULY; 0513-00803-0300 MINI & CT OULY
EPROM	1	" B4 (PGB)	
EPROM	1	" B5 (PGC)	
EPROM	1	" D4 (PGD)	
EPROM	1	" D5 (PGE)	
EPROM	1	" D6 (PGF)	
EPROM	1	" D7	
EPROM	1	" G4 (BGG)	
EPROM	1	" G5 (BGH)	
10µH W.W	5	L106-L110	0986-00804-0200
10µH MOLD	6	L111-L116	0986-00804-3300
19.968 MHZ CRYSTAL	1	XTAL1	0986-00804-0100
8 PIN SOCKET	2	ICSA13a, ICSG13a	0986-00804-3600
16 " "	2	ICSA13, ICSG13	0986-00804-3700
20 " "	3	ICSB13, ICSG12, ICSE4	0986-00804-3800
24 " "	11	ICSB3 - ICSB5, ICSD4 - ICSD8, ICSF7, ICSG4, ICSG5	0986-00804-3400
28 " "	1	ICSA4	0986-00804-3900
40 " "	1	ICSB7	0986-00804-3500
BUS BAR	2	BB1, BB2	0986-00804-4100
SWITCH P.B. MTG.	1	SW1	0986-00804-3100
JUMPER WIRE	11	JW1-JW11	0986-00804-3200
KK100 RT ANGLE 2 PIN	1	J2 A	0986-00804-4200
" " 6 PIN	1	J2	0986-00804-4300
KK156 STR. 5 PIN	1	J1A	0986-00804-4400
" " 14 PIN	1	J1	0986-00804-4500
4 PIN RIBBON CABLE SOCKET	5	J3A, J4A, J5A, J6A, J7A	0986-00804-2800
20 PIN RIBBON CABLE SOCKET	5	J3, J4, J5, J6, J7	0986-00804-3000
MCR II CPU. BD.			A080-90009-F000

PROJECT ENG: J. BOYDSTON.

DO NOT SCALE DWG	HEAT TREAT	SCALE FULL	USED ON KICK / NO. REQ'D 1 PER.	MIDWAY MFG. CO. FRANKLIN PK. ILL.
DIM. TOLERANCES UNLESS SPECIFIED	DRN M.M / CKD J.B. / DATE 12-14-81	MAT'L / FINISH	CPU BOARD A082-90009-F000	PART NO. M051-00968-A014

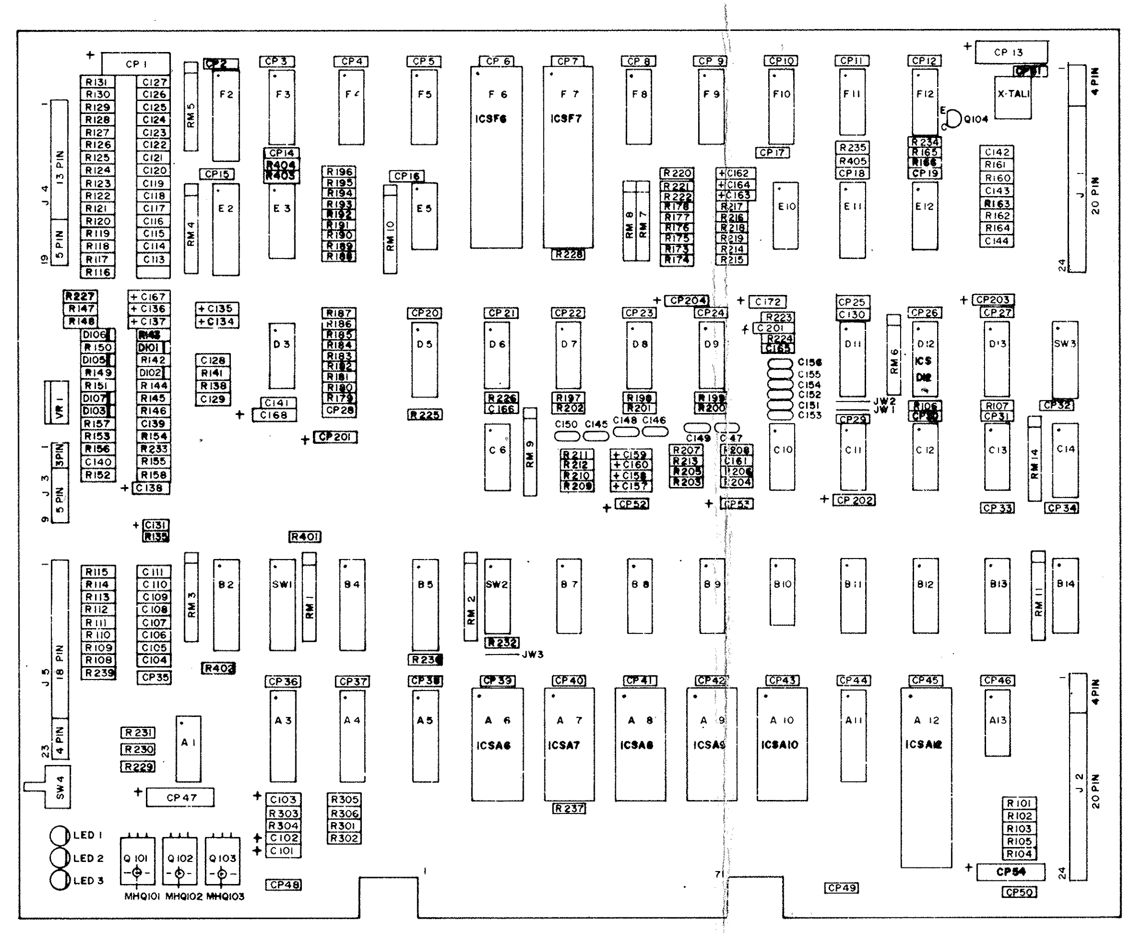
REVISIONS


PROJECT ENG: J. BOYDSTON
USED ON KICK
MIDWAY MFG. CO.
FULL
1 PER
CPU BOARD
A082-90009-F000
12-14-81

DESIGNATION LIST

DESIGNATION	DESCRIPTION
C101-C103	10 MF 25V AX.TANT.
C112-C127	.1 MF 50V AX. CER.
C128, C129	47 PF 50V AX. CER.
C130	68 PF " " "
C131	10 MF 25V AX TANT
C134, C137	1 MF 20V AX TANT
C138	10 MF 25V AX TANT
C139	.047 MF 100V MYLAR
C140, C141	.01 MF 50V AX CER
C142	100 PF 50V AX CER
C143	.1 MF 50V AX CER
C144	33 PF 50V AX CER
C145-C156	.0022 MF 100V 10% MYLAR
C157-C159	1 MF 20V AX TANT
C161	330 PF 50V AX CER
C162-C164	1 MF 20V AX TANT
C165	330 PF 50V AX CER
C166-C168, C172	10 MF 25V AX TANT
CP1	470 MF 16V AX ELECT
CP2-CP12	.01 MF 50V AX CER
CP13	470 MF 16V AX ELECT
CP14-CP33	.01 MF 50V AX CER
CP34	10 MF 25V AX TANT
CP35-CP46	.01 MF 50V AX CER
CP47	470 MF 16V AX ELECT
CP48-CP51	.01 MF 50V AX CER
CP52, CP53	10 MF 25V AX TANT
CP54	470 MF 16V AX ELECT
CP201-CP204	10 MF 25V AX TANT
R101-R107	4.7 K 1/4W 5% CARBON
R116-R131	220 OHM " " "
R135	33 K " " "
R138, R141	180 K " " "
R142	100 K " " "
R144, R145	510 K " " "
R146	10 K " " "
R148	100 K " " "
R149, R150	510 K " " "
R151	10 K " " "
R152	1 MEG. " " "
R153	1 K " " "
R154	1 MEG. " " "
R155, R156	10 K " " "
R157, R158	1.2 K " " "
R160, R161	330 OHM " " "
R162	220 OHM " " "
R163	1.2 K " " "
R164	22 OHM " " "
R165, R166	4.7 K " " "
R173-R178	5.6 K " " "
R179, R196	24K " " "
R197-R202	5.6K " " "
R203-R208	33K " " "
R209-R211	13 K " " "
R213	27K " " "
R214-R219	33K " " "
R220-R222	13K " " "
R224	27K " " "
R225, R226	4.7K " " "
R227	1K " " "
R228	4.7 " " "
R231	300 OHM " " "
R232	4.7K " " "
R233	3K " " "
R234, R235	4.7K " " "
R239	100 OHM " " "
R301-R306	2.7K " " "
R401	1K " " "
R402, R405	4.7K " " "
RM1	4.7K 10 PIN SIP
RM4, RM5	2.7K " " "
RM7	4.7K 8 " "
RM8	820 OHM " " "
RM9	1.8K 10 " "
RM14	4.7K " " "

DESIGNATION	DESCRIPTION
D101-D103, D105-107	1N4148
Q101-Q103	TIP 110
Q104	2N4403
IC 1A	7406
" 4A	74LS273
" 5A	74LS374
" 6A	1KX8 RAM
" 7A	ROM/EPROM O
" 8A	" " 1
" 9A	" " 2
" 10A	" " 3
11A	74LS245
" 12A	Z-80 CPU
" 13A	74LS08
" 4B	74LS244
" 7B	74LS138
" 8B	"
" 9B	74LS670
" 10B	74LS32
" 11B	74LS670
" 12B	74LS138
" 13B	"
" 14B	74LS174
" 6C	7407
" 10C	MC3403
" 11C	74LS04
" 12C	MC14024
" 13C	7427
" 14C	74LS367
" 3D	LM3900
" 6D	74LS02
" 7D	MC14016
" 8D	"
" 9D	"
" 11D	74160
" 12D	PROM SB2-A
" 13D	74166
" 2E	74LS244
" 10E	MC3403
" 11E	74161
" 12E	74126
" 2F	74LS244
" 3F	74LS191
" 4F	"
" 5F	"
" 6F	AY-3-8910
" 7F	"
" 8F	74LS191
" 9F	"
" 10F	"
" 11F	7474
" 12F	74S04
ICS 6A-ICS 10A	24 PIN IC SOCKET
" 12A	40 PIN "
" 12D	16 PIN "
" 6F 7F	40 PIN "
J1, J2	20 PIN CONN. KK-100 (SIP)
	4 PIN " "
J3	5 PIN KK-100 RT. ANCLE
	3 PIN " "
J4	13 PIN " "
	5 PIN " "
J5	18 PIN " "
	4 PIN " "
JW1, JW2	JUMPER WIRE
LED 3	YELLOW LED
SW1	10 POSITION DIP.
SW3	8 " "
SW4	PUSH BUTTON S.W.
XTAL 1	16 MHZ CRYSTAL
MHQ101-MHQ103	CNAP



KICK I/O KIT

DESIGNATION LIST

DESIGNATION	DESCRIPTION
C104-C111	.1 MF 25V AX CER.
R108-R115	220 OHM 1/4W CRBN
R403, R404	33K " " "
RM3	2.7K 10PIN SIP
ICB2	74LS244

CROSS REFERENCE LIST

DESCRIPTION	Q'TY	DESIGNATION	PART NO.
.1 MF 25V AX CER.	8	C104-C111	0968-00800-0300
220 OHM 1/4W CRBN	8	R108-R115	0062-13383-1XXX
33K " " "	2	R403, R404	0062-25183-1XXX
2.7K 10 PIN SIP	1	RM3	0986-00801-0100
74LS244	1	ICB2	0986-00803-0800

CROSS REFERENCE LIST

DESCRIPTION	QUANTITY	DESIGNATION	PART NO.
33 PF 50V 5% AX CER	1	C144	0986-00800-0900
47 PF 50V AX CER	2	C128, C129	0986-00800-2800
68 PF 50V AX CER	1	C130	0986-00800-2900
100 PF 50V 5% AX CER	1	C142	0986-00800-1000
330 PF 50V AX CER	2	C161, C165	0986-00800-1300
.0022 MF 100V 10% MYLAR	12	C145-C156	0986-00800-1200
.047 MF 100V MYLAR	1	C139	0986-00800-2600
.01 MF 50V AX CER	49	CP2-CP12, CP14-CP33, CP35-CP46, CP48-CP51, C140, C141	0986-00800-2000
.1 MF 50V AX CER	17	C112-127, C143	0986-00800-1100
1 MF 20V AX TANT	8	C157-159, C162-C164, C134, C137	0986-00800-1400
10 MF 25V AX TANT	16	CP34, CP52, CP53, CP201-CP204, C101-C103, C131, C138, C172, C166-C168, C172	0986-00800-0700
470 MF 16V AX ELECT	4	CP1, CP13, CP47, CP54	0986-00800-2700
22 OHM 1/4W	1	R164	0062-06383-1XXX
100 OHM "	1	R239	0062-11083-1XXX
220 OHM 1/4W	17	R116-131, R162	0062-11383-1XXX
300 OHM "	1	R231	0062-14183-1XXX
330 OHM "	2	R160-R161	0062-14483-1XXX
1 K "	3	R153, R227, R401	0062-17983-1XXX
1.2 K "	3	R157, R158, R163	0062-18383-1XXX
2.7 K "	6	R301-R306	0062-19983-1XXX
3 K "	1	R233	0062-20183-1XXX
4.7 K "	17	R101-R107, R165-166, R225-226, R228, R232, R234, R235, R402, R405	0062-21183-1XXX
5.6 K "	12	R173-R178, R197-R202	0062-21583-1XXX
10 K "	4	R155, R156, R146, R151	0062-22783-1XXX
13 K "	6	R209-R211, R220-R222	0062-23383-1XXX
24 K "	2	R179, R196	0062-24583-1XXX
27 K "	2	R213, R224	0062-24783-1XXX
33 K "	13	R135, R203-R208, R214-R219	0062-25183-1XXX
100K "	2	R142, R148	0062-27583-1XXX
180 K "	2	R138, R141	0062-28783-1XXX
510 K "	4	R144, R145, R149, R150	0062-30983-1XXX
1 MEG. "	2	R152, R154	0062-32383-1XXX
820 OHM 8 PIN SIP	1	RM8	0986-00805-0800
1.8 K 10 PIN SIP	1	RM9	0986-00805-0600
2.7 K 10 PIN SIP	2	RM4, RM5	0986-00805-0500
4.7 K 8 PIN SIP	1	RM7	0986-00805-0400
4.7 K 10 PIN SIP	2	RM1, RM14	0986-00805-0300
1N4148	6	D101-D103, D105-D107	0986-00801-0200
2N4403	1	Q104	0986-00802-0500
TIP 110	3	Q101-Q103	0986-00802-0400
74LS02	1	D6	0986-00803-7400
74LS04	1	C11	0986-00803-6900
74S04	1	F12	0986-00803-6600
7406	1	A1	0986-00803-7600
7407	1	C6	0986-00803-5900
74LS08	1	A13	0986-00803-7300
7427	1	C13	0986-00803-7200
74LS32	1	B10	0985-00803-6100
7474	1	F11	0986-00803-6700
74126	1	E12	0986-00803-6800
74LS138	4	B12-B13, B7-B8	0986-00803-6500
74160	1	D11	0986-00803-5200
74161	1	E11	0986-00808-5100
74166	1	D13	0986-00803-5300
74LS174	1	B14	0986-00803-7500
74LS191	6	F3-F5, F8-F10	0986-00803-5600
74LS244	3	B4, E2, F2	0986-00803-4800
74LS245	1	A11	0986-00803-6400
74LS273	1	A4	0986-00803-4700
74LS367	1	C14	0986-00803-7000
74LS374	1	A5	0986-00803-4600
74LS670	2	B9, B11	0986-00803-6300
AY-3-8910	2	F6-F7	0986-00803-8500
LM3900	1	D3	0986-00803-4900
MC3403	2	C10, E10	0986-00803-5000
MC14016	3	D7-D9	0986-00803-6200
MC14024	1	C12	0986-00803-7100
PROM SB2-A	1	D12	0986-00803-8200
RAM 1KX8 SUB.	1	A6	0986-00803-8000
ROM / EPROM O	1	A7	
" 1	1	A8	SEE ROM KIT
" 2	1	A9	
" 3	1	A10	
Z-80 (3880)	1	A12	0986-00803-5500
16 PIN IC SOCKET	1	ICSD12	0986-00804-1400
24 PIN " "	5	ICSA6-ICSA10	0986-00804-1600
40 PIN " "	3	ICSA12, ICSF6, ICSF7	0986-00804-1500
3 PIN KK-100 RT. ANGEL	1	J3	3000-16366-0300
4 PIN " "	1	J5	3000-16366-0400
5 PIN " "	2	J3, J4	3000-16366-0500
13 PIN " "	1	J4	3000-16366-1300
18 PIN " "	1	J5	3000-16366-1800
4 PIN CONN.KK-100 (SIP)	2	J1, J2	0986-00804-1300
20 PIN " "	2	J1, J2	0986-00804-1200
JUMPER WIRE	2	JW1, JW2	0986-00805-4000
YELLOW LED	1	LED 3	0986-00804-2000
SNAP's	3	MHQ101- MHQ103	0017-00007-0134
8 POSITION DIP SW.	1	SW3	0986-00805-0900
10 POSITION DIP SW.	1	SW1	0986-00805-1000
P.B. SW.	1	SW4	0986-00804-1700
16 MHZ CRYSTAL W/3RD LEAD	1	XTAL	0986-00805-1100
MCRII SOUND I/O	**1**		**A080-90908-6000**

PROJECT ENG: C. MEDNICK

DO NOT SCALE DWG

m.m

12-14-81

FULL

KICK

1 PER

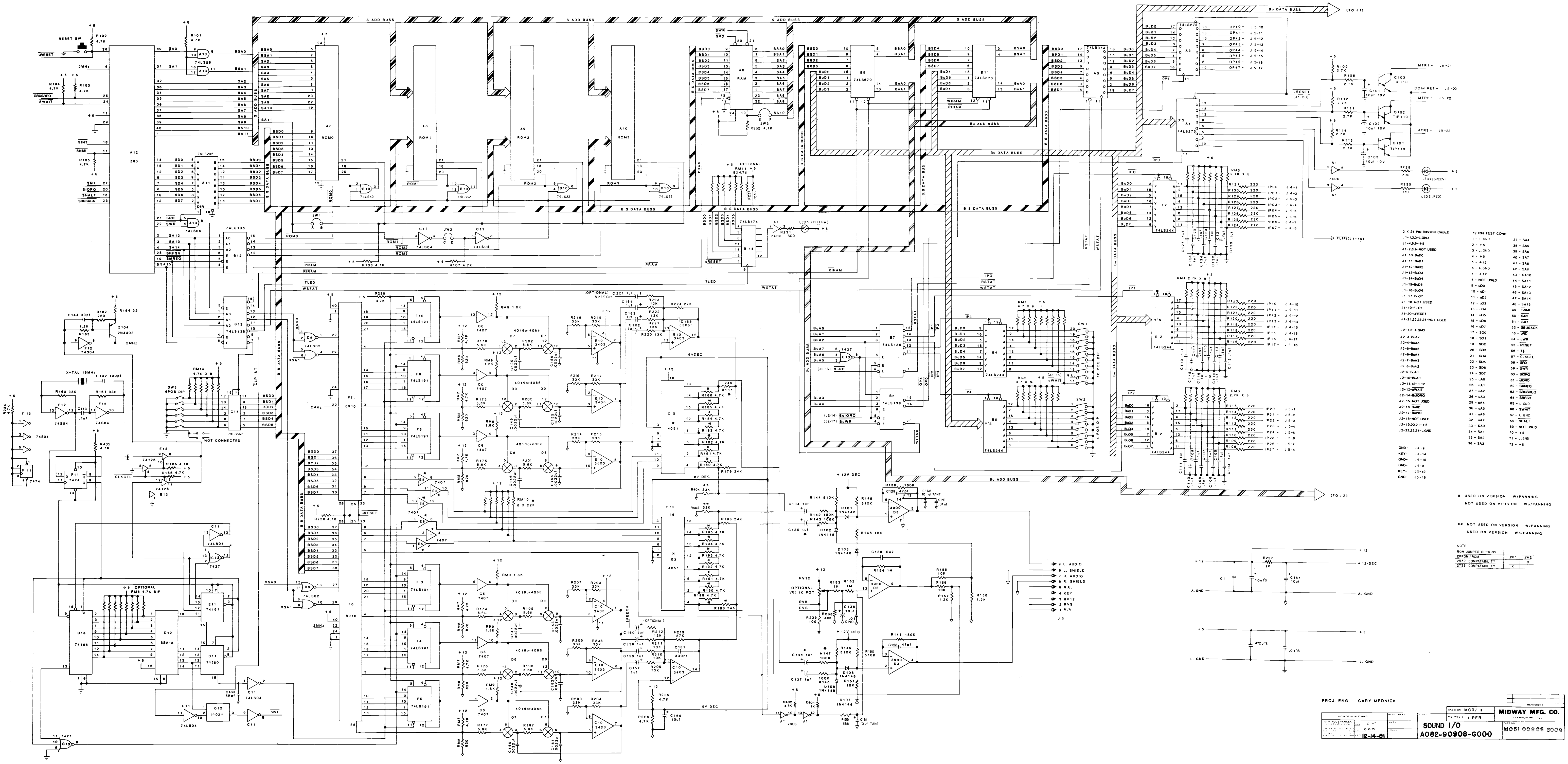
MIDWAY MFG. CO.

FRANKLIN PK. ILL.

SOUND I/O

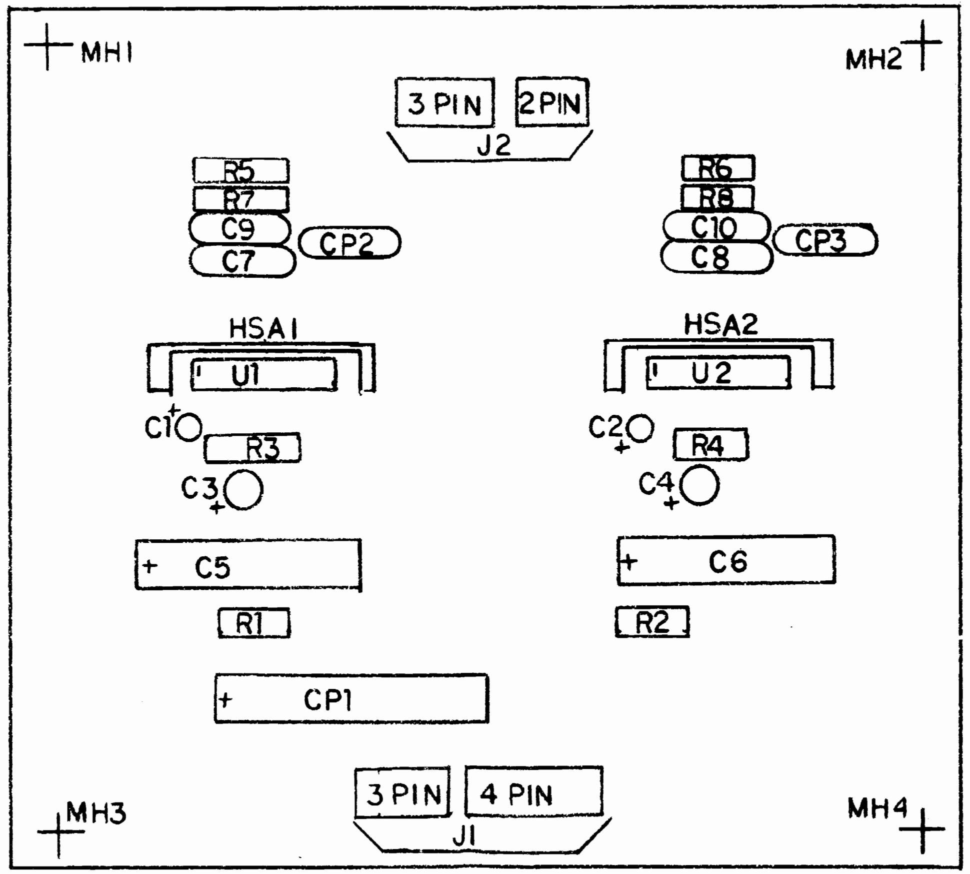
A082-90908-G000

M051-00968-A012


* USED ON VERSION W/PANNING
NOT USED ON VERSION W/PANNING
** NOT USED ON VERSION W/PANNING
USED ON VERSION W/PANNING
PROJ. ENG. : CARY MEDNICK
REVISIONS
USED ON MCR/ II
NO REQ'D 1 PER
MIDWAY MFG. CO.
DO NOT SCALE DWG
DIM. TOLERANCES
SOUND I/O
A082-90908-G000
12-14-81
PART NO
M051 00908 G009

DESIGNATION LIST

DESIGNATION	DESCRIPTION
C1,C2	4.7 mf 25v rd.tant.
C3,C4	22 mf 6v " "
C5,C6	470mf 6v ax.elect.
C7-C10	.1 mf 50v ax.cr.
CP1	220mf 25v ax.elect.
CP2,CP3	.1 mf 50v ax.cr.
R1,R2	2.7KΩ 1/4w 5% CRBN.
R3,R4	27Ω " " "
R5-R8	1Ω 1/2w " "
U1,U2	MB3730
J1	3 PIN STRT. KK156 4 " " "
J2	3 " " " 2 " " "
HSA1,2	HEATSINK ASSY.
MH1-MH4	HEYCO BUSHING



CROSS REFERENCE LIST

DESCRIPTION	QTY	DESIGNATION	PART NO.
.1mf 50v ax.cr.	6	C7-C10, CP2,CP3	0986-00800-1100
4.7 mf 25v rd.tant.	2	C1,C2	0986-00800-3100
22 mf 6v " "	2	C3,C4	0986-00800-1600
220mf 25v ax.elec.	1	CP1	0986-00800-3200
470mf 6v " "	2	C5,C6	0986-00800-1700
1Ω 1/2w 5%	4	R5-R8	0062-026D3-1XXX
27Ω 1/4w "	2	R3,R4	0062-068B3-1XXX
2.7K " "	2	R1,R2	0062-199B3-1XXX
MB3730	2	U1,U2	0066-188XX-XX4X
2 PIN STRT. KK156	1	J2	3000-16367-0200
3 " " "	2	J1,J2	3000-16367-0300
4 " " "	1	J1	3000-16367-0400
HEATSINK ASSY.	2	HSA1, HSA2	0986-00804-1800
HEYCO BUSHING	4	MH1-MH4	0017-00042-0014
PC BOARD	1		A080-90910-D000

M051-00986-D010

PROJECT ENG. C. MEDNICK

DIM. TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R. . . . .002 FRACTIONAL . . . . ± .1/64 DECIMAL . . . . ± .005 HOLE DIA. . . . . . + .002 — .000 ANGLE . . . . ± 1/2° DO NOT SCALE DWG	FIRST USED ON KICK DRN TJK MECH CHK ELEC. CHK. C.M.M.	DATE 12-14-81 SCALE FULL MAT'L. FINISH	MIDWAY MFG. CO. FRANKLIN PK., IL. 60131 A BALLY CO. DUAL PWR. AMP. ASSY A082-90910-D000

REVISIONS

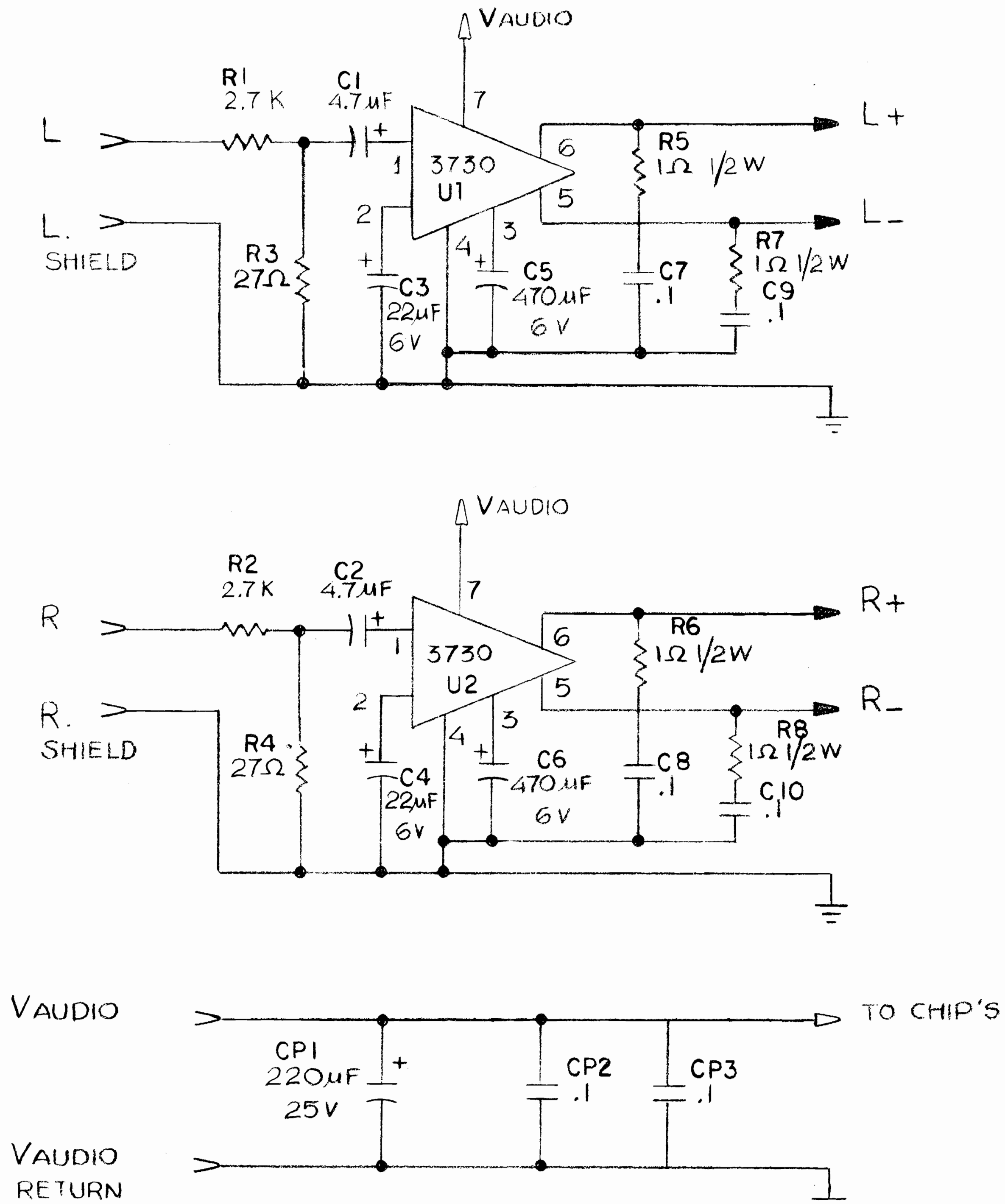
PART NO.
M051-00986-D010

J1

PIN 1		N.C.
" 2		L. AUDIO
" 3		L. SHIELD
" 4		KEY
" 5		V AUDIO RETURN
" 6		R. AUDIO
" 7		R. SHIELD
" 8		V AUDIO

J2

PIN 1		R +
" 2		R −
" 3		KEY
" 4		L +
" 5		N.C
" 6		L −



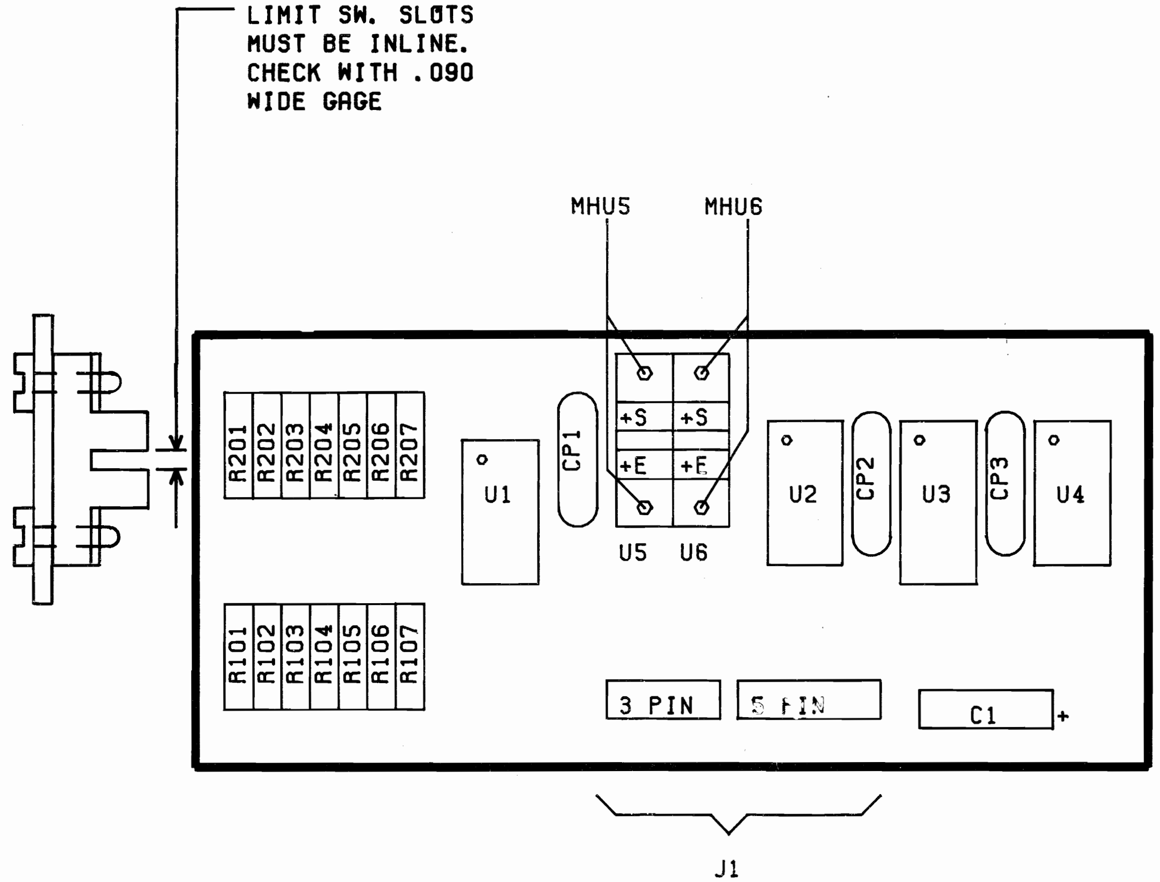
PROJECT ENG. C MEDNICK

THIS DWG. IS CONFIDENTIAL & PROPERTY OF MIDWAY MFG. CO.

DIM. TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R. . . .002 FRACTIONAL . . . . ± .1/64 DECIMAL . . . . ± .005 HOLE DIA. . . . . . + .002—.000 ANGLE . . . . ± 1/2° DO NOT SCALE DWG	FIRST USED ON MCR II DRN T.V.T — DATE 12-14-81 — SCALE FULL MECH CHK — MAT'L. ELEC CHK C.M.M. — FINISH	MIDWAY MFG. CO. FRANKLIN PK., IL. 60131 A BALLY CO. DUAL PWR AMP A082-90910-D000	REVISIONS PART NO. M051-00986-D011

DESIGNATION LIST

DESIGNATION	DESCRIPTION
C1	10uf 25v TANT. AX.
CP1-CP3	.1uf 50v AX. CER. BYPASS
R101, 201	820 ohm
R102, 202	10 K
R103, 203	200 K
R104, 204	240 K
R105, 205	1 meg. ohm
R106, 206	1 K
R107, 207	200 ohm
U1	LM3900
U2	7474
U3	74191
U4	7414
U5, U6	OPTICAL LIMIT SW.
J1	KK-156 VERT. (3, 5)
MHU5, MHU6	(4) 5-40 SCREW
	(2) PLATE NUT
P.C. 1	A080-91391-C000



CROSS REFERENCE LIST

DESCRIPTION	Q'TY	DESIGNATION	PART NO.
10uf 25v TANT. AX.	1	C1	0968-00800-0200
.1uf 50v AX. CER.	3	CP1-CP3	0968-00800-0100
200 ohm	2	R107, 207	0062-13083-1XXX
820 ohm	2	R101, 201	0062-17483-1XXX
1 K	2	R106, 206	0062-17983-1XXX
10 K	2	R102, 202	0062-22783-1XXX
200 K	2	R103, 203	0062-28983-1XXX
240 K	2	R104, 204	0062-29383-1XXX
1 meg. ohm	2	R105, 205	0062-32383-1XXX
7414	1	U4	0968-00804-0200
7474	1	U2	0968-00804-0300
74191	1	U3	0968-00804-0400
LM3900	1	U1	0968-00804-0500
OPTICAL LIMIT SW.	2	U5, U6	0968-00804-0100
KK-156 VERT. 3 PIN	1	J1	3000-16387-0300
KK-156 VERT. 5 PIN	1	J1	3000-16387-0500
5-40 SCREW	4	MHU5, MHU6	0017-00101-0084
PLATE NUT	2	MHU5, MHU6	0643-00112-0080
P.C. BOARD	1		A080-91391-C000

PROJECT ENG. C. MEDNICK

REVISIONS

CKD.

DO NOT SCALE DWG.

DRN. TJK

DATE 12/14/81

USED ON KICK

MIDWAY MFG. CO.
FRANKLIN PK. ILL.

heat treat

scale full

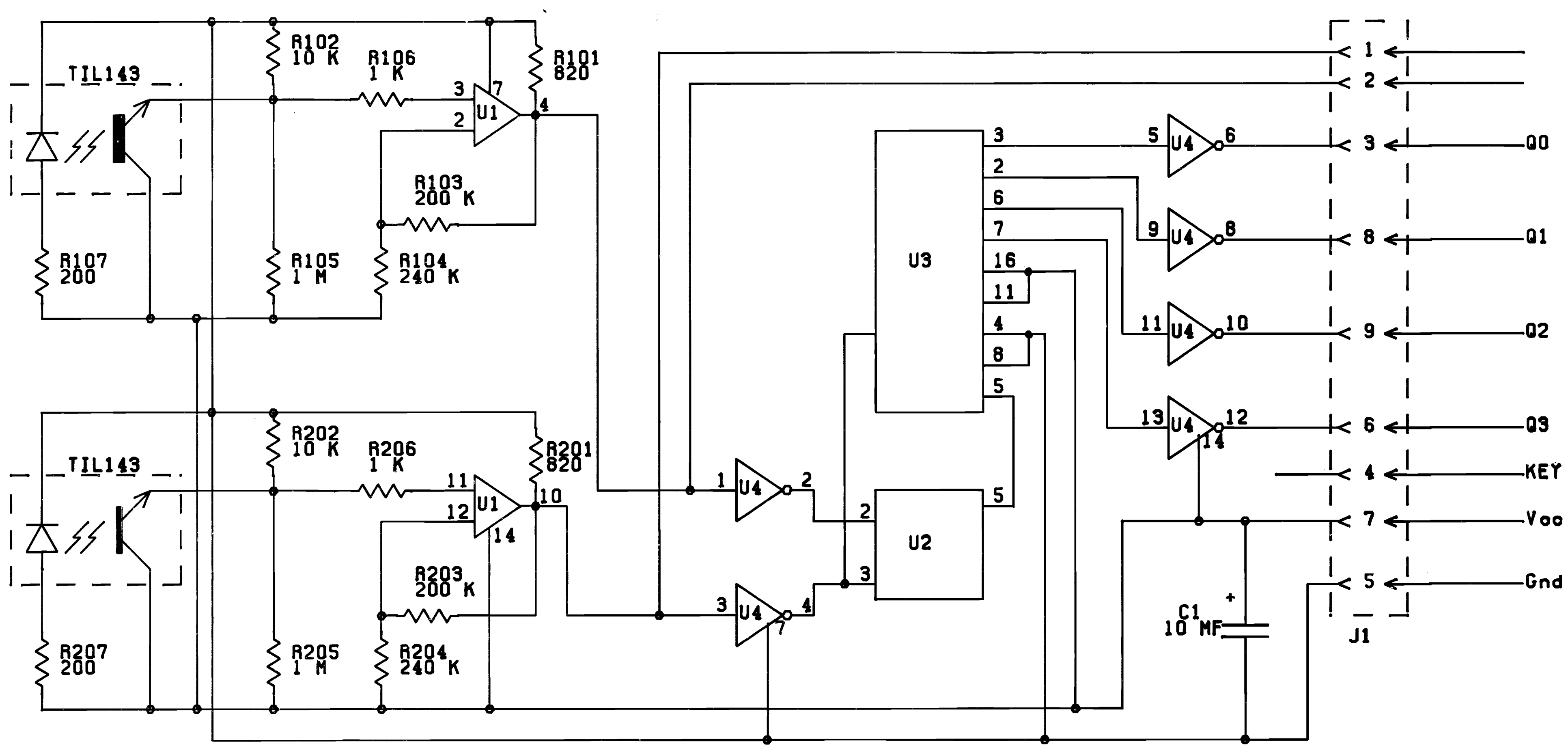
NO. REQ'D 1 PER

mat'l.

finish

BINARY ANGLE DECODER ASSMB. DRWG.
A082-91391-C000

PART NO.
M051-00968-C003



NOTES

U1-LM3900

U2-7474

U3-74191

U4-7414

PROJECT ENG: C.MEDNICK

CKD.	DO NOT SCALE DWG.		REVISIONS
DRN. TJK	DATE 8/26/81	USED ON KICK	MIDWAY MFG. CO. FRANKLIN PK. ILL.
heat treat	scale FULL	NO. REQ'D 1 PER	
mat'l.	BINARY ANGLE DECODER SCHEMATIC A082-91391-C000		PART NO. M051-00968-C004
finish			

Kick-Man Logic Boards Integrated Circuits

Chip Number	Function
7400	Quad 2 input Nand
74LS02	Quad 2 input Nor
74LS04	Hex inverter
7406	Hex inverter open collector
7407	Hex buffer open collector
74LS08	Quad 2 input And
74LS20	Dual 4 input Nand
7427	Triple 3 input Nor
74LS30	8 input Nand
74LS32	Quad 2 input Or
74LS74	Dual "D" Flip-Flop
74LS86	Quad 2 input exclusive Or
7489	64 bit ram 16 x 4
74126	Quad buffer tri-state
74LS138	3 to 8 line decoder
74LS153	Dual 4 to 1 line multiplexer
74LS155	Dual 2 to 4 line decoder
74LS157	Quad 2 to 1 line multiplexer
74160	4 bit decade counter
74161	4 bit binary counter
74166	8 bit shift register
74LS174	Hex "D" Flip-Flop
74175	Quad "D" Flip-Flop
74LS191	Up/down binary counter
74LS194	8 bit shift register
74LS244	Octal buffer tri-state
74LS245	Octal buss transceiver
74LS273	Octal "D" Flip-Flop
74LS283	4 bit full adder
74LS367	Hex buss driver
74LS374	Octal "D" Flip-Flop tri-state
74LS670	4 x 4 register files
4017	Decade counter/divider
14016	Quad analog switch
14024	7 stage ripple counter
14053	Triple 2 channel analog multiplexer
Z80	CPU 2.5 MHz
Z80A	CPU 4 MHz
D780C	CPU 2.5 MHz
D780C-1	CPU 4 MHz
TMS2564	8K x 8 EPROM
MBM2732	4K x 8 EPROM
HN462532	4K x 8 EPROM
2114	Ram 1K x 4
93422	Ram 256 x 4
M58725	Ram 2K x 8
4801AN-90	Ram 1K x 8
4118A-4	Ram 1K x 8

Chip Number	Function
MB8416	Ram 2K x 8
6116LP-4	Ram 2K x 8
9860-07AXN-AXHD	PROM 82S123 (SB2-A)
Z-80 CTC	Counter timer circuit
0066-313BX-XXQX (MMC01)	H-T generator - custom
0066-314BX-XXQX (MMC02)	V-T generator - custom
0066-315BX-XXQX (MMC03)	Misc. V & H circuits - custom
0066-316BX-XXQX (MMC06)	Misc. TTL circuits - custom
0066-322BX-XXQX (MMC04)	NVR controller - custom
AY-3-8910 (8910)	Sound generator
LM3900	Quad operational amplifier
MC3403	Quad operational amplifier

Misc. Components

16.00 & 19.9 MHZ	Z-TAL
2N4123	Transistor NPN
2N4403	Transistor PNP
MPSA70	Transistor PNP
TIP110	Transistor NPN